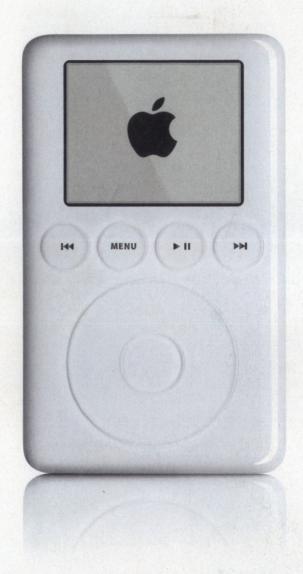
9 AMAZING PLAYABLE DEMOS ON YOUR FREE PS2 DVD! PlayStation®c OFFICIAL MAGAZINE-AUSTRALIA **12HOURS** OF GAMEPLAY ROAD-TESTED! **PLAYABLE DEMOS** All the specs on this beast of a racing machine! GAMES RATED! **WAKEBOARDING** UNLEASHED EYE TOY EVIL DEAD AND HEAPS MORE! STRIP-SEARCHED! RESI - . JREAK HANDS-ON RETURN TO CASTLE WOLFENSTEIN REVIEWED! GHOST HUNTER EXCLUSIVE DETAILS! Was she worth the wait? WAKEBOARDING UNLEASHED FIRST REVIEW! Only we have the answer! AUS \$14.95 (INC. GST) NZ \$16.95 ISSUE 17 AUGUST 2003 JAK & DAX DO IT GTA-STYLE! Game of the year! **OUR EXCLUSIVE LOOK AT THE MONSTER SEQUEL INSIDE!** Find out why inside!



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PlayStation_®2

PlayStation 2

WRITE TO

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NAZ'S TOP 2 ENTER THE MATRIX (ATARI) OUT NOW

It may not last long but I had a stonking good time jacking into The Matrix. Flying through the air and shooting enough bullets to carpet 20 football stadiums with

bullet casings is always good!
TONY HAWK'S UNDERGROUND

(ACTIVISION) OUT LATE 2003 I may have only gotten a precious few minutes with this game, and I may not know a kick flip from a kick to the head but I know what I like. This game is one of the most impressive titles to arrive in vonks. I can't wait to get online and mix it up with everyone later this year!



RICHIE'S TOP 2

(SONY) OUT NOW

Okay, I confess. I'm really hooked on this! When Eye Toy was first showcased it was difficult to judge how well this kind of hardware would be utilised. Thankfully, the games are great

WAKEBOARDING UNLEASHED

(ACTIVISION) OUT NOW I'm still a huge fan of Activision's line of extreme sports games, and their latest effort is on par with all of the other quality O2 releases Great water effects and a massive range of tricks. Very cool.



"GT4 is set to become the most accurate racing simulation in history."

As time goes on, it just becomes increasingly evident that PS2-only games are leading the way. In the case of the racing genre, GT4 is set to become

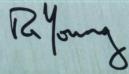
the most comprehensive and accurate racing simulation in history. It seems now that the only limitations holding back the possibilities are technical ones, but we know for a fact that other developers are also pushing the PS2's specifications beyond normal boundaries.

As seen in our exclusive feature on page 41, GT4 will, without argument, be astounding. Kazanori Yamauchi and his team at Polyphony showcased to OPS2 a game with amazing depth. Since the release of GT3 in 2001, they've now got a racer with 500+ real cars, 100+ tracks and six-player online all of which are unprecedented.

What's equally amazing is that gamers are already 'getting used to' this level of quality. Let's not forget that a mere few years ago, a game of this stature only existed in the realm of our pipedreams and many of us would not even think that a game like this could even be possible. The quality of the PS2 catalogue should be judged on merit alone. We are truly spoiled!

It doesn't end there either. This month we also bring you news of other soon-to-be-huge games like Jak and Daxter II and Ratchet & Clank 2. These games (and others) will be covered in more depth in future issues, and we have some other real treats already in store, OPS2 will be the first with details on Manhunt the first game from the GTA: Vice City team. Cool? Definitely!

If you haven't already noticed, we're entering the next level.



RICHIE YOUNG Fditor



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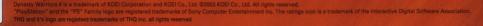




- Giant siege engines: battering rams, catapults, and bridge layers
- Fierce new one-on-one duels
- Create your own officers and bodyguards
- New character-specific special attacks
- Brand-new Weapon Upgrade System
- Kingdom Play! Select a new general for each stage in Musou Mode
- 3 brand-new officers for over 40 playable characters









ON THE DVD

PLAYABLE DEMOS

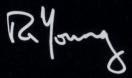
OTHER MAGAZINES LET YOU WATCH, OPS2 LETS YOU PLAY...



ook your time, didn't you? Too busy reading the rest of the mag were you? Well, you're here now, and that's the main thing. Now please load up that disc and start playing. We have a whole host of treats for you, old, new and one game -Alter Echo - that's so young it's still suckling from its mother's breast. We've thoroughly tested this disc and calculated that it has on average ten hours of gameplay in it. This is based on the average of each team member. Steve, for instance, took five hours on SOCOM alone. Tim, on the other hand, has barely got the disc in the machine before he started ranting about something or other and threw the PS2 against the wall.

RICHIE YOUNG

Editor



PS To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start up your choice. Please note, you may have to reset your PS2 after some demos.

YOUR DISC

Every Issue, Official PlayStation 2 Magazine brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missions, our playable DVD enables you try the very latest PS2 games before you buy, often weeks, even months before release. Why risk your hard-earned cash on a \$100 game when you can try it out on our covermounted DVD? From GT3 and MGS2 to TimeSplitters 2 and Final Fantasy X, we've always featured playable demos of the games that matter. Throw in top quality video footage of the hits of the future and our DVD is the best bargain on the newsagent's shelves.

■ DISC PROBLEMS?

If your disc isn't working properly, simply send it back to this address for a replacement. Demo Disc Returns Official PlayStation 2 Magazine Level 3, 75 Grafton St, Bondi Junction, NSW, 2022



PlayStation @ C OFFICIAL MAGAZINE-AUSTRALIA

ALTER ECHO



PUBLISHER: THQ GAME TYPE: ACTION OUT: SEPTEMBER PLAYERS: 1

YOU KNOW HOW you always wanted to combine morphing with rhythm action? Well this will be right up your psychedelic alley. In this demo of THQ's third-person adventure you take control of Nevin, alone on a harsh living planet and pursued by a gunship and a world-full of bizarre creatures. He has three morphable battle forms and some nifty footwork to help him.

This brief, but stirring demo is a great introduction to Alter Echo's weird and wonderful universe and unique combat system. Pay attention to the tutorial - it'll pay off in battle. In the final showdown remember to use the gun pod and wait for the right moment to strike...





THE CONTROLS

R-stick m/m Rotate camera Strong attack Ouick attack Jump Time dilation

Morph







Unlocking the sequence on the small device after the tentacle pit will open a chamber full of alien goodies.

THE CONTROLS

Action











MONEY SHOT He's over there! Shoot him more than once for cash



FREEZE VARMINT! Is there anyone in the whole game who isn't carrying a gun? Bloody Wild West

GUNFIGHTER II



PUBLISHER: UBI SOFT LIGHTGUN SHOOTER
OUT: NOW PLAYERS: 1 (FULL GAME 1-2)

BACK WHEN MEN were men and women were scared (no, not the '80s) Jesse James ruled the Wild West. Ubi Soft resurrects him for you to control in this Time Crisis-like shooting demo. The big difference is that you only have six shots before having to duck behind something. There's no free roaming here, but plenty of lead flies and varmints get sent to boot hill before the demo's done.

It's tricky without the use of a G-Con, but even if you do have one, the lowliest of cowpokes will still be calling for high noon.





Shooting at objects lying around the shops and saloons will earn you more money as you go.

ON THE DVD

Platinum

JAK AND DAXTER: THE PRECURSOR LEGACY



JBLISHER: **SON**

GAME TYPE PLATFORM

ADVENTURE

PACK YOUR BAGS, we're off to Misty Island! In this demo, you've got a leisurely ten minutes to explore the location of Daxter's transformation from acid-tongued numbskull to acid-tongued sidekick. See if you can take out the Lurkers operating the cannon on the top of the Precursor Silo. Try collecting all seven of the scout flies hidden around the island. And if you want a real challenge, have a crack at capturing the village sculptor's muse. When you're done with this, head over to the far side of the island and take a spin on the A-Grav Zoomer. Didn't finish everything? Good thing you've got an open ticket to return whenever you want...

THE CONTROLS R-stick Camera controls Punch Look around Spinning kick Stats HUD CZ/GZ



■ JAK ATTACK Misty Island. Ah, we remember you so very fondly



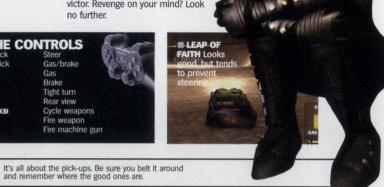
PUBLISHER: SONY GAME TYPE: VEHICULAR DEATHMATCH OUT: NOW PLAYERS: 1-2 (FULL GAME 1-4)

TWISTED METAL: BLACK

IT'S MAD MAX meets Unreal Tournament as TM:B makes a triumphant return to our demo disc in anticipation of its online in-car-nation. The rules are simple: blow the bumpers off anything that comes near you. The demo relies upon you making three kills in the Junkyard melee in order to move to the next level. It's easier than it sounds your opponents are fast, furious and armed to the teeth. A variety of pick-ups are available, adding to the mayhem.

Just when we thought things couldn't get more intense we entered the two-player challenge. The first to destroy the other player's vehicle three times is the victor. Revenge on your mind? Look







Try pinning the sculptor's muse down on the snaking outcrop of rock to the right of the landing dock.

HITMAN 2: SILENT ASSASSIN



AH, ITALY. PIZZA, fine wine, culture, history and bald assassins. With IO so hard at work on Hitman 3 and Freedom: Soldiers Of Liberty we thought we'd take time out for one last look around its previous masterpiece. This superb combination of stealth and third-person action is great, not only for its smooth and immersive gameplay but also for the sheer number of ways there are to complete each mission

The demo starts on Codename 47's first real mission - that of rescuing his protector, Father Vittorio, from a mafia boss's stronghold. Whether you go in all-guns-ablazing or silently infiltrate the grounds is entirely up to you. Either way, make sure the Don is dead when you leave.





tip





C'MON LUV Yorda still needs constant attention to get her



HAND-HOLDING **ADVENTURE**

ICO

WE'VE ALL BEEN there, haven't we? Waking up inside a statue, two horns protruding from our head... 12-year-old Ico does pretty much the best thing he can in this situation and grabs a lovely imprisoned girl, Yorda, and leads her to freedom through an enchanting and often startling world. Gentle gameplay with a dark subplot never looked so good. And it is yet another PS2 hit with a sequel, Nico, in the works. Now's your chance to remember why you fell in love with this the first time round, with our huge one-level demo.

Climbing, swinging, pushing blocks and belting seven shades out of smoky demons who go straight for Yorda. Gently call, prod and drag her through those

obstacles. Good luck.





Be sure to hide any bodies you borrow clothes from. If they're discovered, your disguise is useless.

Stuck for an exit? Guide Yorda towards anything that looks blocked. Often she'll magic it right open.

Please note that WipeOut and Airblade were incorrectly displayed as Platinum titles last issue. OPS2 apologises for any confusion this caused.

WWE SMACKDOWN! SHUT YOUR MOUTH









HER: THO

Don't let up the pressure on your opponent. Just like the real 'sport', a bout can be turned in seconds.

IF YOU CAN SMELL what The Rock is cookin'... you're probably standing a little too close for comfort. Or, more likely, the big man or one of his gigantic friends is mangling you for the entertainment of 15-year-old boys. This most recent of the virtual WWE games is the most accurate yet. Get ready for another season, or just let off some steam with this sports entertainment gem.

Choose from either Triple H or no-necked Brock Lesner and scrap away in either a normal match up or a TLC bundle. The latter's got nothing to do with waterfalls, by the way. Watch your SmackDown! meter fill up, then simply tap
when near your opponent to unleash your character's trademark move.





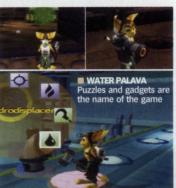




RATCHET & CLANK

NOT ONE, but two playable levels of the addictive space odyssey that introduced us to the feline and his robotic pal. Roam around these levels collecting spare parts and seeing off any nasty alien invaders. It's all good clean fun and a great way to get warmed up for Ratchet when he 'goes commando' in the very near future

Keep an eye on your resources, and buy wisely – you can never be sure what's around the corner. Chances are you can trash it and use its innards for cash though.





You're equipped with the Hydrodisplacer for a reason. If you're near water, look for the right fitting.

CHECK OUT THESE VIDEOS OF THE HOTTEST NEW PS2 RELEASES...





TEKKEN 4

An international tournament to see who's best at the latest instalment of PS2's punchiest game? Damn straight. Some of the world's palest men get together to duke it out under the watchful eye of the lovely Emily Newton-Dunn. There's drama, foreigners, plenty of fighting and the winner gets to take on the man who created the game in the first place. Who could ask for more?



DARK CHRONICLE

Part game trailer, part introduction to the Dark Cloud universe, this lovely animated short will familiarise you with the colourful sequel. There's going to be plenty of cutesy fighting, some fishing, a scary clown and a girl with a sword. That much we can say for certain.



TWISTED METAL: **BLACK ONLINE**

If you liked the unabashed fender-bending of the demo, you're going to love this trailer for the online version. Crisper graphics, whackier cars and a massive, massive amount of destruction. If Slipknot were inclined to make a driving game this would undoubtedly be the result.



SERVED UP ON A GIANT PLATE, IT'S AN AMERICAN-SIZED PORTION OF PS2 NEWS STRAIGHT OUTTA LA

SPY EDITOD: CEORGE WALTER/SPY CONTRIBUTORS: TIM CLARK PAUL FITZPATRICK STEVEN WILLIAMS STEPHEN PIERCE RICHARD KEITH RICHIE VOLING



I'M A STEALTH OPERATIVE... Get Me Out Of Here!

Kojima surprised everyone with Metal Gear Solid 3: Snake Eater. Espionage is making a break for the treeline...

SOLID SNAKE STOLE the show at this year's E3 games expo with an epic 12minute trailer full of surprises. As you can see from these delicious screenshots, Metal Gear Solid 3: Snake Eater (erk!) is all set to shake up the now-familiar stealth genre. But first - innuendos aside - let's look at that name. It refers to a new emphasis on survival. Having parachuted into a dense jungle, Snake must use stealth and cunning to trap game, as without food he wastes away through supermodel thin, into heroin chic and finally death. Repeatedly eating one type of animal - snakes and fish feature in the trailer, though there's bound to be more

will increase his taste for it, making it better for him each time. There's also a suggestion that he'll gain attributes from the animals he eats. Best to stay away from the rabbits, then.

But, of course, moving away from the grey corridors of secret bases to an organic, chaotic exterior is by far the biggest revolution, even though the action will eventually lead to the Interior of a fortress. While in the jungle Snake must use the landscape itself, crawling through tall grass (which folds and shakes beautifully), dropping onto patrols from branches and even using water as cover. Camouflage also lets him blend into the



slightest of hides. Leaving footprints in soft ground, disturbing wildlife and even Snake's scent – the trailer shows him attempting to evade tracking dogs by wading up a river – are all new problems associated with his new environment.

MGS3 should also fill in some details about Snake's past, as it's set between 1960 and 1964. The backdrop is a 'clash of ideologies' − surely the Cold War between East and West, communism and capitalism − and there's a sense of 'back to basics' to it all. Kill, eat, survive. So, when will you be playing it? The date is no more specific than 2004, but we'll be bringing you lots more on this before then, so stay alert. □ SW









Snake Man He Talk



"This game features a guy whose codename is Snake"

KOJIMA STATES THE OBVIOUS

"I've asked Ken Kutaragi to make a new PlayStation" KOJIMA'S THINKING ABOUT MGS-

"It's a game set in the 1960s made by people that were born in the

KOJIMA EXPLAINS THE HISTORY

"We've had to develop a brand new camera system for MGS3 to make sure trees and bushes won't get hinder your vision"

SEE THE LEAVES FOR THE TREES

"Weapons will be based on those from the 1970s"

KOJIMA TALKS GUNS

MGS3 HAS ONLINE ELEMENTS

"The jungle part of MGS3 is just the juice, the start, of Snake's infiltration mission"

KOJIMA HINTS AT OTHER ENVIRONMENTS (INTERIORS?)

"When we do make Metal Gear Solid Online we'll be able to use the MGS3 engine for this purpose. It's flexible"

THE SPIDEY SENSE TEST

A Spider-Man 2 sequel is on the way and Activision has only got two screens to show for it. See if you can spot these 11 new game features in the pictures...

- Spidey indulges in street-level action with the ability to interact with people on the streets of New York.
- The huge skyscrapers that form the new game's backdrop have been modelled from the top down and drawn to scale, mirroring their real-life counterparts in Manhattan. in Manhattan.
- Spidey can charge up super jumps and leap 70 feet up the side of buildings.
- Web-slinging is more under the player's control and must now be anchored onto a solid object instead of just randomly thrown into the sky.
- You can now throw a double web line by hitting Throw halfway through a swing. This enables Spidey to hang between buildings.
- Treyarch (the developer) has implemented a 'go anywhere, whenever you want' free roaming city, but progression is achieved through activating story-based missions.
- Side-missions can be undertaken by approaching pedestrians with exclamation marks above their heads. These range from pursuing bag-snatchers or retrieving helium balloons for crying little boys.
- By successfully completing these minitasks you'll collect hero points which can be used to redeem new Spidey abilities.
- Spidey will be awarded style points for acrobatic swinging.
 - There's a Spidey sense indicator to warn of an incoming attack. Depending on the context of the attack, and whether you get the timing right, a counter move is automatically executed. The game is due out in summer 2004.

eally X Definitely not 8. Nope 9. Possibly (if you close your eyes) 10. If only 11.

JTES THAT

We thought we'd seen it all until we witnessed a live play-test of the opening of Medal Of Honor: Rising Sun





04:53

away from the gun, so we start firing shots with the rifle Bodies are going down everywhere. We can see many ships being hit. There's smoke, fire and so much noise

06:04

A huge flash and we're in the water. There are bodies swimming, some not. It's eerily quiet here, just the distant sonic thud

We hit the surface

and the noise is intense. A hand pulls us up into a rescue boat and we're immediately back in the action taking the machine gun and shooting for the Zeroes. We start hitting them more regularly watching them tumble into the sea with smoke billowing out of their tails – before moving on to another one.

The planes leave to an empty cheer but we have to watch as our ship buckles and sinks almost totally covered in smoke A voice tells us not to forget this day we won't because this is just about this is just about the most exciting thing we have ever seen. The closest to war a game has come. Now let us play the beast and we'll die happy.



Hardcore, Fetish and Brutality

shooting planes down. However

many we hit it just

doesn't stop them Oh shit! Direct hit

on the ship.

ROCKSTAR'S RECENT WEB TEASER for its mysterious Manhunt title may be deliberately controversial, but at least it's authentic. For anyone who's ever trawled the deep dark underbelly of the Internet beast or had the misfortune to click the wrong link will recognise this style of acerbic explicit bleakness. A site monikered www.valiant-ent.com offers 100% uncensored video of hardcore, fetish and brutality. Thankfully, the short downloadable clip is far from offensive - black and white CCTV footage of a man crossing a car park. All very intriguing and vaguely indicative of the direction of Rockstar North's latest venture. Bugger all information about the game though.

GW

■ NAUGHTY Smart bit of saucy viral marketing for Rockstar's Manhunt

FETISH HARDCORF AND BRUTALITY

THIS SITE IS FOR ADULTS ONLY AND CONTAINS DISTURBING MATERIAL

WAR



MEMBERS ONLY

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more appear

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MARVEL



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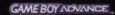
















As McRae's driving gets progressively worse his games get conversely better! So OPS2 says...

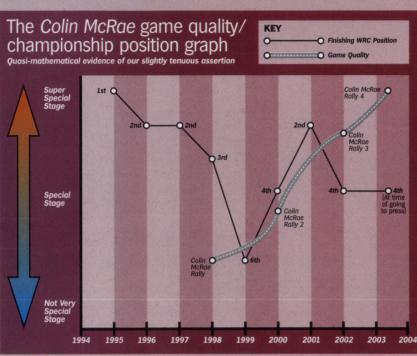
KEEP ON LOSING, PLEASE COLIN!

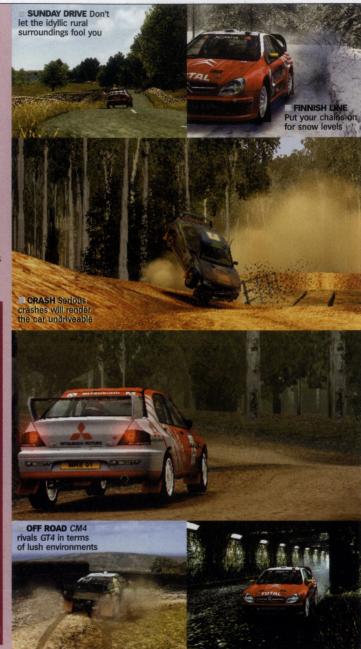
RALLY ENTHUSIASTS WILL be well aware of some major changes to McRae's career since the last game despite only a year passing. For those of you who aren't, he's changed cars and he only managed to come fourth in the 2002 WRC (he hasn't won since 1995). Codemasters hasn't got rid of Colin yet but it has changed his car to a fetching red Citroen.

Codemasters has also taken the opportunity to add lots more lovely content. Championships, plus the single-stage and single-event modes have all gained multiplayer

options that can be driven co-operatively or competitively. An Expert Championship adds a new layer of difficulty, while the events now include four and two-wheel-drive specialist events in specific cars. And seasons are customisable, too. You'll also be involved in parts testing, with set goals and rewards should your development skills prove worthy.

Meanwhile the game has received the inevitable graphical buffing, and replay cameras have been tuned to show it off to greater effect. There'll be more soon. □ SW







FOOTBALL, MEAT PIES, KANGAROOS!

AFL GETS A 2004 UPDATE

... and the siren's about to blow!

AUSTRALIAN MADE videogames are still rare on the ground, so everyone should sit up and take notice when there's a new one around – especially when it's based on one of our biggest sports, like AFL. New details have just emerged from publishers Acclaim and the game is set for a new makeover and greater gameplay depth.

Among other new features, AFL Live 2004 has 14 new animations and kicks, real-life TV commentators, a Wizard Cup pre-season mode, updated player stats and AI, four mini-games, instant replay, mission mode, animated photo-realistic faces, all the awards (like the Brownlow) and excellent training elements to help get you up and running.

AFL Live 2004 is being made in the game's heartland – Melbourne – by IR Gurus who have had far greater time to spend getting the game's elements just right. The game is set for a July release and *OPS2* will be first to review the game. We're keen to take Carey out! □ **RY**





SPY

WHEN ARNIE MET OPS2

We go all Hollywood for the Schwartz's videogame debut in T3: Rise Of The Machines

WE LOVE A BIT OF LA glitz and glamour round these parts, so we were on the next plane when Arnold 'Arnie' Schwarzenegger invited us to the launch party for the game-of-themovie, *T3: Rise Of The Machines*.

So off we went – glad rags on and pen in hand – for a quiet chat with the biggest of biggest action fellas and a play of the game, which publisher Atari is hoping will be out around November time.

This is the first time he has allowed his image to be used in a game and Arnie was happy to tell us

> "[The game] is great... I haven't played it yet, but I have seen it"

little of interest (see

why but

said ven

bubbles for the most interesting bits).
What about the game?
Well it's a first-person

shooter/beat-'em-up hybrid. About five minutes of extra stuff was shot for the game —

à la Enter The Motrix

The FPS level we played – set in the Skynet building – played nicely, with us battling

naked T-800s (who died a little too easily) as objectives

"I am very pleased with the way I look in the game"

updated through Arnie's Terminator-eye-view thingy, as seen in the movies The beat-'em-up part was as stilted and slow as a Deuce

Bigalow chat-up line.

The cut-scenes were lovely,
though. There's work to do here for
developer Black Ops. Keep reading to

find out if they do it or not. RK



I'M ARNIE! The big fella tries to hold off the new Terminator, the T-X

SHAPELY SHIFTERS

WOMEN DRIVERS, EH?

Two girl drivers in one game. Emancipation or exploitation? The second, obviously

THE RIDGE RACER SERIES has a long history – the original arcade conversion was one of PSone's launch titles – and now, finally, it's back. Do we hear a triumphant screech of rubber on Tarmac? Tough to say. It's certainly piling on the options though, with eight different race modes – including drag racing and rallying – available in Time Attack, Arcade, Versus and Racing Life mode.

It's 'Racing Life' that's the most intriguing, as this is where the two female drivers come in. Their rivalry forms the backdrop for this cinematic storyline and we look forward to hearing them slagging each other off mid lap via the in-car radios. Yes, oddly enough, the drivers can communicate with each other as well as the pits – all the better for dealing out the psychological pressure, apparently. Expect such writhing barbs as: "You drive like a elderly grandparent with metal hips"; "I firmly believe you'll make a mistake any time now"; and "When I kill us both, we can be together forever". Okay, maybe not the third one.

The 11 tracks are a mixture of real-life and fictional venues, and the whole thing is being developed by the *Moto GP* team, so expect wildly sideways handling. Namco is also insisting that it has created a 'new interactive driver Al system', which appears to mean that other drivers bear grudges depending on your actions. Things will become clearer closer to its November release and you can bet we'll be the first to drive the info home to you... sideways. □ **SW**





■ GIRL TALK Eight new modes to choose but it's the one where the drivers get all catty with each

SAM FIDDLES WITH PANDORA'S BOX

Splinter Cell takes the war on terror online

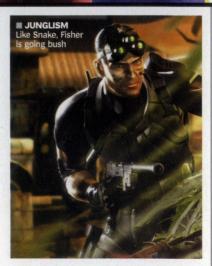
PRESUMABLY, THERE'S SOME KIND of

secret competition to see who can come up with the fruitiest subtitle for a stealth-based sequel. Metal Gear Solid 3: Snake Eater was only just out of the closet when Ubi Soft confirmed development on Splinter Cell: Pandora Tomorrow. Oooh, get her.

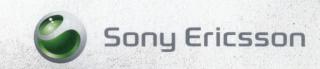
Gameplay details are non-existent at present, but what we do know for sure is that there's going to be an online mode. Better still, rather than just simple deathmatches – which should also be catered for – the publisher is promising online missions that enable several players

to sneak around simultaneously. Presumably we'll be whupping the ass of whoever Tom Clancy has taken a disliking to that week. So probably the French.

Whether anyone gets to play as Sam Fisher in the multiplayer mode isn't clear, but we expect Ubi Soft to opt for a similar dynamic to Syphon Filter: The Omega Strain, with teams of agents joining up to fight together. Expect a man-sized update on this very soon. But for now, gaze at the artwork released to accompany the announcement. Looks like Fisher is off somewhere tropical, doesn't it? Trust us,



next year jungle warfare is going to be hotter than a raw chilli rubdown. □ **SW**





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*Sold separately.

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FPS

EA

Allens vs Predator	FPS	EA	
Black and Bruised	Boxing	Vivendi	
Charlie's Angels	Action	Ubi Soft	
Dead To Rights	Action	EA	
Die Hard: Vendetta	FPS	Vivendi	
Formula One 2003	Racing	Sony	
Racing Simulation 3	Racing	Ubi Soft	
Resident Evil: Dead Aim	Lightgun	THQ	
Run Like Hell	FPS	Vivendi	
SOCOM: US Navy SEALs	Combat sim	Sony	
Starsky & Hutch	Action	Vivendi	
EyeToy: Play	Camera game	Sony	
Summer Heat Beach Volleyball	Sports	Acclaim	
Virtua Fighter 4 Evolution	Fighting	Atari	
AUGUST	1 Puring	ricari	
AFL Live 2004	Sports	Acclaim	
ATV: Off Road Fury 2	Racing	THO	
Dancing Stage Mega Mix	Dancing	Atari	
Finding Nemo	Action	THO	
Futurama	Adventure	Atari	
Gladius	Strategy	EA	
Great Escape, The	Action/adventure		
Hot Rod Racing	Racing	THO	
Indiana Jones and the Emporer's Tomb	Adventure	EA	
Mace Griffin: Bounty Hunter	FPS	Vivendi	
Sniper 2, The	FPS	THO	
Tribes 2: Aerial Assault	FPS	Vivendi	
XGRA			
	Racing	Acclaim	
SEPTEMBER	A = 41 =	TUO	
Alter Echo	Action	THQ	
Amplitude: Frequency 2	Rhythm action	Sony	
Backyard Wrestling	Wrestling RPG	Atari	
Breath of Fire: Dragon's Quarter		THQ	
Buffy the Vampire Slayer 2 Dark Chronicle	Action RPG	Vivendi	
		Sony	
Destruction Derby Arena	Driving	Sony	
Disney's Extreme Skate Adventure	Sports	Activision	
Dog's Life	Adventure	Sony	
Fire Warrior	FPS	THQ	
Freedom: Soldiers of Liberty	Action/adventure EA		
Frogger Beyond	Action	Atari	
Hardware Online	Online	Sony	
Harry Potter Quidditch	Sports	EA	
Hunter the Reckoning: Wayward	Action	Vivendi	
Italian Job, The	Racing	Atari	
Judge Dredd	Action	Vivendi	
Madden NFL 2004	Sports	EA	
NHL 2004	Sports	EA	
Reel Fishing 3	Sports	Ubi Soft	
Rugby 2004	Sports	EA	
Soul Calibur II	Fighter	EA	
SplashDown: Rides Gone Wild	Racing	THQ	
True Crime: Streets of LA	Driving/action	Activision	

	Asterix 5	Adventure	Atari
	Battlestar Galactica	RTS	Vivendi
	Club Football	Football sim	Atari
	Crouching Tiger, Hidden Dragon	Beat-'em-up	Ubi Soft
	EverQuest Online Adventures	Online RPG	Sony
	Ghost Hunter	Adventure	Sony
	Ghostmaster	Adventure	Vivendi
	Gladiator	Beat-'em-up	Acclaim
	Hobbit, The	Action	Vivendi
		Action	
	Jak II: Renegade		Sony
	Kya Dark Lineage	Action	Atari
	My Street	Party game	Sony
	Pitfall Harry	Action	Activision
	Simpsons: Hit & Run, The	Adventure	Vivendi
	This Is Soccer 2004	Sports	Sony
	Urban Freestyle Soccer	Sports	Acclaim
	X-Files: Resist or Serve, The	Adventure	Vivendi
	XIII	FPS	Ubi Soft
	NOVEMBER		
ĺ	Batman: Rise of Sin Tzu	Action	Ubi Soft
	Beyond Good and Evil	RPG	Ubi Soft
	Dragon Ball Z Saiyan Smash	Action	Atari
i	Eye Toy 2	Party game	Sony
	Mission Impossible: Operation Surma	Shooter	Atari
	NBA Jam 2004	Sports	Acclaim
	Prince of Persia	Action	Ubi Soft
	Ratchet & Clank 2	Action	Sony
	Teenage Mutant Ninia Turtles	Action	Atari
	Terminator 3: Rise of the Machines	Shooter	Atari
	Time Crisis 3	Shooter	Sony
	WRC 3	Racing	Sony
	DECEMBER		
	Gran Turismo 4	Racing	Sony
	Legacy of Kain: Defiance	Action	Atari
	Rise To Honor	Action	Sony
į	Tour Of Duty	Shooter	Atari
l	Whiplash	Platformer	Atari
i	2004	riddornio	rican
ı	Bloody Roar 4	Fighter	Atari
l	Broken Sword: The Sleeping Dragon	Adventure	Atari
	Celebrity Deathmatch	Beat-'em-up	Take 2
١	Conflict Desert Storm II	FPS	Atari
ı	Cy Girls	Action	
	Driver 3		Atari Atari
ı		Driving/action	
۱	Fear Effect: Inferno	Adventure	Atari
	Final Fantasy X-2	RPG	Sony
	Mafia	Action/adventure	
l	Manhunt	Adventure	Take 2
l		Racing	Activision
۱	NBA Jam 2004	Sports	Acclaim
۱	Pro Evolution 3	Football sim	Atari
	Red Dead Revolver	Action	THQ
۱	Resident Evil Outbreak	Online adventure	THQ
۱	Reservoir Dogs	Action	Atari
۱	SOCOM 2	Shooter	Sony
۱	Splinter Cell: Pandora Tomorrow	Shooter	Ubi Soft
۱	Starcraft: Ghost	Action	Vivendi
۱	Syphon Filter: Omega Strain	Action	Sony
۱			

Adventure Sony Harry Potter: Chamber Of Secrets Adventure EA Sly Raccoon Adventure Sony Ratchet & Clank Action Sony Need For Speed: Hot Pursuit 2 Racing FA Lord Of The Rings: The Two Towers Action EA Dragonball Z: Budokai Fighters Action Atari NBA Street 2 Sports EA G1 Jockey 3 (Pltn) Racing THQ Tom Clancy's Ghost Recon Action Ubi Soft Action Sony Conflict Desert Storm Action Atari **V8** Supercars Racing Atari The Slam Pack Action Activision Metal Gear Solid: Substance Action Atari Acclaim Mortal Kombat: Deadly Alliance Action Activision Tenchu: Wrath of Heaven Action WWE Crush Hour THO Action ATV Quad Power Racing 2 Racing Acclaim Rayman 3 Hoodlum Havoc Adventure Ubi Soft Bond 007: Nightfire Action EA Monopoly Party Family THQ

Action

Sony

Inform

Atari

Take 2

Take 2

Sony

Sony

EA

THQ

Atari

Sony

EA

THQ

Sony

EA

Unlimited Saga

Zone of the Enders 2

Yugioh

OCTOBER

Acclaim EA

Ubi Soft

CATEGORY

Adventure

Adventure

Adventure

Racing

Racing

Strategy

Action

Action

Racing

Sports

Action

Sports

Sports

Adventure

Adventure

Acclaim

Tak and the Power of Juju

Atari

Atari

RPG

Action

Action/adventure Atari

Platformer

THQ

War Of The Monsters

RANK TITLE

3

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Enter The Matrix

Midnight Club 2

WRC II: Extreme

Devil May Cry 2

Silent Hill 3

Moto GP 3

AFL Live 2003

The Getaway

The Sims

Grand Theft Auto: Vice City

Tom Clancy's Splinter Cell

Medal Of Honor: Frontline

WWE SmackDown 4

Kingdom Hearts

FIFA 2003

Tiger Woods PGA USA Tour 2003 Sports

MONITOR CONTRIBUTORS: NARAYAN PATIISON, JAMES ELLIS

Previewing the new games you voted to read about!

WELCOME TO MONITOR!

SO WHAT'S ALL THIS THEN? Our pledge is to keep all the big games under constant surveillance, as directed by you! Whenever a cool new game bleeps loud on your radar, write to us – we'll dig up exclusive new screens, information and interviews with the creators, or bring you first impressions from playable code.

HOW DO I GET INVOLVED? To vote in our Most Wanted charts email us on **OPS2@derwenthoward.com.au** and we'll also look for comments from the official forums at **au.playstation.com**. Get voting now!

■ INFO BOX It's here you'll find out who makes a game, how complete it is, when it's due to hit the stores and if there's any more information online. ■ OPINION BOX What do we think of it so far? We reveal our thoughts and also include what you'd like to see in the game – visit the forums at au.playstation.com to get involved.



INFO BURSTS Keep an eye

out for these blobs, where

opinions and anything extra

we'll drop in facts, rants, quotations, devil's advocate

you should know

ELATEST SCREENS
So how's the game looking?
We show the hits of the future in all their visual splendour.

MOST WANTED

Which upcoming games do you want to see more of? Email or write to us and we'll uncover the latest details on your future favourites!

POSITION

GAME

WHAT?

1

The virus is about to infect the Net. We're all in this together. Get ready for Resident Evil to redefine online gaming!

HANDS-ON PAGE 22

EXCLUSIVE

2

TONY HAWK'S UNDERGROUND The king of the air up there

The king of the air up there breaks out in his biggest skate game yet, and this time you're the star!



NEW INFO PAGE 24

EXCLUSIVE

3

PRINCE OF PERSIA

The granddaddy of adventure games is set to reinvent the genre... again!



HANDS-ON PAGE 26

EXCLUSIVE

4

GHOST HUNTER
We get the frighteners put on us in the hunt for ghouls.



HANDS-ON PAGE 28

EXCLUSIVE

5

BEYOND GOOD AND EVIL

It's an ambitious Ratchet & Clank rival, we've played it and we liked it!



HANDS-ON PAGE 30

EXCLUSIVE

ALSO IN MONTH

Which forthcoming games would you like to see in Monitor next month? Visit the forums at au.playstation.com, email us at OPS2@derwenthoward.com.au (remember to put 'Monitor' in the subject line) or write by post to Monitor, *Official PlayStation 2 Magazine*, PO Box 1037, Bondi Junction, NSW 2002. Vote now!

HANDS ON

Resident Evil Outbreak RUSHER THO

VELOPER Capcom www.capcom.com AST SEEN OPS2#16

50%

RESIDENT EVIL OUTBREAK

The virus is about to infect the Net. We're all in this together

OUTBREAK? I THOUGHT THERE WAS GOING TO BE A

RESI ONLINE GAME? This is it, baby. But, just in case you don't get broadband in time, they've added a single-player mode to it and changed the name to stop you freaking out and refusing to buy it.

WOW YOU'VE PLAYED IT. SO WHAT'S IT LIKE? We

played the online version hooked up to three other players and we have to tell you - it was a shit-kicking, head-pulsating, sphincter-tightening experience. First you pick a player from a selection of eight 'ordinary Joe' characters - a cop, a waitress, etc. Up to four can then play co-operatively to escape from a bar with zombies pouring through the door and chasing everyone upstairs. Right from the off you have to work together - barricading the doors by nailing them shut, covering people if you have a gun, making sure no one gets left behind. And if one of your party does get savaged by a zombie, they'll drop to the floor. You can then save your injured friend by picking 'em up. Depending on how badly mauled they are, they'll limp around and slow things down, but a healthy team member can actually tuck their prostrate pal under an arm and walk about with them. Ahh, sweet.

BUT WHAT DOES IT FEEL LIKE? The controls are smooth, with familiar inventory screens and movements making it a joy to play

CAN YOU TALK TO EACH OTHER? There will be a chat button to talk to each to each other but no headset malarky is planned.

WHAT HAPPENS WHEN YOU DIE? There's a 'virus' gauge on the screen. When it hits 100% you'll be prostrate on the ground with a couple of flesh gobblers on you. You're then officially a zombie and, although 'undead', you're dead to the game. When playing online this means it's game over and the rest of the players have to struggle on alone.

IS THE SINGLE-PLAYER BIT WORTH PLAYING? Yes,

if it's like the online version. Producer, Tsuyoshi Tanaka, says it'll be better, with more zombies, Al team players and five scenarios to complete. RK

opinion

PlayStation_®2

RESI OUTBREAK could be the most exciting game of 2004. It looks great, it plays great and the co-operation adds an extra dimension to the classic gameplay. And there's a year of development left!



HOT OR NOT?

TEPID WARM

HOT BOILING MELTDOWN

IS THIS THE COOLEST EVER INTRO TO A GAME OR WHAT? Check out this Bond-style credits sequence – we love it!



A bit of fencing, some shadows. It's very obviously trying to be a movie



Now it gets interesting, a monstrous thing in shadow kills a man



And the fancy *Bond*-style credits thing starts up with blood cells and bubbles



And the words tumble around like. like a real film. Are they mutating?



A filthy rat takes a bite out of the dead man. And enjoys it somewhat



Christ! There are loads of them! They scatter, ready to spread the virus



The cells have mutated now and Sasaki gets his name in lights



Out of the sewer comes the camera, and the real action can now begin.







TIME AT THE BAR I think you've had one too many zombies, old fella

















LAST SEEN OPS2#16

AME Tony Hawks Underground UBLISHER Activision EVELOPER Neversoft www.neversoft.com/

50%

LATE 2003







TONY HAWK'S UNDERGROUND

Tony Hawk's Underground – otherwise known as THUG – is muscling in on Vice City's territory

SAME OLD GAME?

The creeping stagnation of the Tony Hawk series has come to an end. Neversoft has taken the established design and smashed it up, throwing in a flurry of new features and abilities to substantially change the into Grand Theft Auto's patch. You can now head into the city on foot and mix it up.

WHAT'S THE DEAL WITH WALKING ABOUT?
It's a small change with wide repercussions – the large urban areas now hold far greater possibilities. Players can climb ladders, jump to ledges, shimmy alon wires, hang from roofs and get themselves into far trickier places. But it's on ground level that you'll find the most surprising novelty – cars are no longer just passing hazards. You can drive them. Anything with wheels can be stolen and pointed towards the nearest ramp (no sign of Jackass-style shopping trolley antics yet but boy are we hoping). Think of the heights you can attain with petrol power – some very precarious starting positions are reachable this way. lso a 'rags to riches' storyline that encourages you to work your way up from the streets to the peak of your chosen profession, stealing cars and being a backass along the way. GTA Hawk? All that's missing are the guns.

WHAT ELSE IS NEW?
The cities are no longer suspended in time. Night falls and the street lamps burst into life, but the face they cities are not and the street lamps but and the street lamps but shine on is unfaniliar. You no longer you play as you, created by the enhanced player editor. Sound silly? Think it!!! hever look like you? Think again, The Network Adaptor can send a saliot of yourself to be mapped for use in the game. It'll your own face, so make sure you etter is the fact that your created character will appear in all of the game's

STILL MORE?

p. You can do more than just flash your grinning noggin in the game – there's a newly powered-up park creator that enables you to place items up to the size of tower blocks. Goals (such as the SKATE letters) can then be placed within them, raising the prospect of player-created levels being made available online. There are pro skaters, too. Choose a partner from the confirmed (so far) pros, namely Bob Burnquist, Chad Muska, Buddy Lasek, Bam Magera, Eric Koston, Rodney Mullen, Andrew Reynolds, Mike Vallely, Geoff Rowley, Jamie Thomas and Tony himself. Expect to be going Underground, and online, before Christmas. SW

opinion

PlayStation. 2

TONY HAWK'S UNDERGROUND gives players pretty much anything they could want from a videogame. If there's ever been a *Tony Hawk* title to temp new players into the series, this is it!

WHAT WE WANT

This game right now! THUG is already clearly one of the top five best PlayStation 2 titles ever made!

WHAT YOU WANT

Forum member kickflip27 wants to be able to smack people over the head with his skateboard. Don't we all, Kicky?

WHAT THEY WANT

To inject new life into the stagnating series. Mission Successful!

HOT OR NOT?

FRIGID TEPID

WARM HOT

BOILING MELTDOWN

THE FLY If this doesn't get

GET INTO THE GAME

THUG lets you put a photo of yourself onto your in-game character!



Step 1: Snap the picture of yourself, then cut and paste. It's that easy!



Step 2: Map the pic on. Of course it will look better if you try having an expression on your face.



Step 3: Now you're ready to get out and about Up, up and away





HANG IN THERE Your own character will even appear in all of the cut-scenes









BEAT THE BIRD MAN This time you can skate off against the master



After breaking new ground with Tony Hawk's Pro Skater 3 being the very first PlayStation 2 title to support online gaming, Neversoft has packed so many online options into this game that you could put THUG on one side of a set of scales, and every other online PS2 game on the other and come out even. After making your own character you can then show off in front of your online buddles with your own tricks and your own level objectives. And you can do it all in your own skate park. Respect!





360 BUS FLANGE WITH HALF ARSE

Think we're making this up? We are! If – like us – you find it easier to make up your own stupid trick name than remember the real stupid trick name, you're going to love this. The editor enables you to string together moves into your own original tricks, then give them a name. Hit the right button combo, bust the move and your genius title appears on screen like any other. Do your own jokes. The comedy potential is clearly massive...



GRAND THEFT AUTO Make ure you steal something nice

		New Rotat	ian or Trick	
Sacktap				
Backside	Spin			
Heel Side				
			2	
POINTS	380	SPIN(RE) on	ROTATIONS 2/6	TRICKS 1/6
		BURRITO		







IS THAT A DAGGER IN YOUR POCKET?



Apart from the Prince wielding a deadly sword, he also carries with him the same magical dagger that got him into this mess. Thrusting it into an enemy causes them to go into slow motion, allowing you to concentrate on other more imposing threats. Mind you, delivering a single slash into an enemy in this state will also eviscerate the 'time-trapped' goon in one deadly hit.



■ DOES WHATEVER A SPIDER CAN Wall-crawling is just one of his tricks



■ **DEATH BY SAND** That glowing yellow stuff is the Sands of Time escaping













 $\ensuremath{\blacksquare}$ THE RIGHT STUFF The Prince has more stylish moves than Neo and Dante put together



■ HEALING SANDS Is there anything sand can't do?



■ **UPSET TUMMY** Can't he get a lotion for that rather than taking out his aggression with a hammer?

THE ONLY WAY IS UP



Rather than setting the game in a string of forgettable levels, all the action takes place at the epicentre of the evil occupation, the Royal Palace. Some of the game is set in exterior locations around the castle, so you'll be able to see a lot of the Palace's areas before you visit them later in the game. More importantly the level design is brilliant, with each area's challenges never feeling repetitive and the level architecture showcasing true flair.







PUBLISHER Sony
DEVELOPER SCEE Cambridge
NEBSITE www.au.playstation.com
OPS2#15





GHOSTHUNTER

We get the frighteners put on us in the hunt for ghouls



SO WHAT'S THE STORY? You're Lazarus Jones. It's your first day as a copper. You've stumbled into a weird laboratory and inadvertently unleashed a whole hoard of ghouls, one of whom's nabbed your sexy partner. Another spirit, Astaral, has got inside you and given you 'second sight' - and it's not even lunchtime yet. We've all had pretty crap first days but you've got to hand it to Lazarus Jones.

AND IT'S ABOUT HUNTING GHOSTS, RIGHT? Funny that. Though this falls unashamedly in the survival horror category it's less about pumping lead into lamb chop monsters and more about capturing the ethereal evil-doers. Lazarus comes complete with an increasing array of spook-bagging equipment including capture grenades which hold ghosts in our dimension. You must then weaken them with gunfire until they're trapped, and simply pop them in the big ghost bank back at base.

YOU GET A BASE? IS IT IN A FIRE STATION? No, it's a secret lab in a deserted school where loads of children have been killed. Not exactly cheery, but not quite as dark as the Silent Hills of the world. You'll follow the footsteps of Richmond, eminent Ghosthunter of the past and, worryingly, a suspect in the murders. Fortunately though, he's left behind a virtual version of himself to guide you. You'll be hunting through beautifully realised buildings, swamplands and, of course, haunted houses in search of your partner, Anna, while uncovering a dark netherworld plot, too.

HMM, ISN'T THIS ALL RATHER FAMILIAR? Well, yes, but there are things here that you won't have seen

anywhere before. Soldiers on a ghost ship wobble nd have a trail of bubbles as if they're trapped in watery tomb, and your torch throws amazingly realistic shadows, adding even more to your terror when its beam reveals something truly horrific. Interiors are magnificent and become increasingly warped as your journey continues, and the attention to detail here is a joy (if you can call it 'joy') to behold. Wait a second, did those mannequins just move?

IS IT ALL BEDSHEETS AND RATTLING CHAINS?

Hardly. The teddy you might have seen before, for example, is the incarnation of a little girl (the limp one it tries to beat you with). Other monsters include a crocodile that pukes up a partly digested manchild. He's clearly unhappy but can't get his arm out of the croc. So he hits you with it. Poltergeists are the worst. The TV that hits you from out of nowhere? That'll be the poltergeists. Oh, and that huge metal man made of junked cars... There's plenty more to come and the developer is keen to play on all of your wet-the bed fears to make this experience is as intense as possible.

MW



GHOSTHUNTER combines the scare tactics of survival horror with puzzling and shooting gameplay. Like Madonna, it's pretty scary at times, but undeniably attractive too.

HOT OR NOT WARM

HOT BOILING MELTDOWN



HELLO CHEEKY Our hero can see right through this big clawed fella. He's iust skin and bone



III LIGHT FANTASTIC Yeah, it sounds dull to say it, but the lighting is breathtaking





Oth

HOND

It's an epic Ratchet & Clank rival, we've played it and we liked it!

WHAT'S ALL THIS THEN? Well, we've just finished an exclusive play through the first two hours of Ubi's new game, and here's how it goes... essentially you control Jade, a feisty, inoffensively sexy, investigative reporter on the peaceful planet, Hyllis. All's well until the DomZ, an evil alien race, decide to invade the planet in a bid to enslave the indigenous population It's Jade's job to get to the bottom of the whole mes by investigating this The Fifth Element-style univers and battling strange monsters.

COMBAT AND REPORTING? Actually, yes. Her first job after seeing off some aliens is, bizarrely, to earn some cash taking wildlife shots before fixing up her hovercraft and setting out on an adventure. Combat is fast and fun with the help of your pig sidekick Pey'J. He does a particularly nice line in knocking enemies in the air for Jade to smash with her aikido stick, rounders-style. So far, the puzzles are a matter of observation and switch-throwing, and there is a nice variety of cartoon enemies to get to grips with.

DOESN'T EXACTLY SOUND LIKE ADULT GAMING...

Okay, this is hardly based at the 'violence and swearing' end of the market leven though Jade does say fart' more than once). The variety of game styles is held together really well by a quirky storyline, high quality game design, creativity and humour. Even after a brief play of the first few missions and a little basic exploration, the game really opens up, drawing you in for some pretty satisfying and rewarding gameplay. Expect charming, likeable characters; don't expect blood and guts.

MW

opinion

PlayStation_®2

BEYOND GOOD AND EVIL shows a lot of promise from the word go. Blending puzzle elements with vehicles and combat is nothing new but it's done here really well. It won't suit everyone, though.



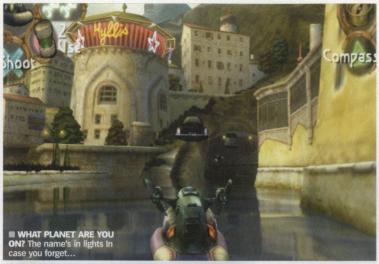
As this is our first look at BG&E, you haven't had a chance to form an opinion yet, have you? Well, run along, now's your chance... get on the forums and let us know what you reckon

HOT OR NOT?

FRIGID TEPID

WARM

BOILING MELTDOWN

















DEVIL'S ADVOCATE

CITY NIGHTS It all changes when the sun goes down



SCREEN BREAK

Pay attention, read this and you can skip the entire manual

JADE'S HEALTH Use to equip items. Eat to keep strong. Mmm JADE Journalist, brawler and Natalie Portman look-alike

PEYJ'S HEALTH Feed him to maintain his health. Shop for two



HYLLIS TOWN Plenty to see and do here, so look around

He's a stinky pig but he's got your back covered

OTHER CHARACTERS Be sure to chat as they'll lead you elsewhere...











RATCHET & CLANK II

DECEMBER

The original R&C helped revive platforming. Will the sequel shape up?

OOH, THESE LOOK SHINY BUT KIND OF FAMILIAR. IT'S NOT JUST MORE OF THE SAME, IS IT? Yes

and no. Insomniac Games is hardly likely to drop the central features when they were so effective in the first place, but everything's got a bucket of cold water to the face and six months hard training in boot camp. Naturally, with combat being so central, the weaponry is getting a lot of attention so there are plenty more crazed guns alongside classics such as the pyrocitor and suck cannon. All their effects are dramatically sexy too. In fact, the whole game's looking epic. Even Ratchet's had a bit of a makeover.

SURELY THERE'S MORE TO IT THAN A FEW EXTRA

LOOK, I'M SITTING COMFORTABLY AND FANCY A

STORY. WON'T YOU BEGIN? Okay. The 20 fresh levels play out as our heroes are hired to catch a thief, an evil type who's stolen the Protopet - a hot new toy created by Megacorp. If the mighty 'corp gets its way, the lovely cuddly Protopet is going to make the company one big, fat fortune. But is everything as obvious as it seems? Is the thief really the villain in all this? Frankly, no.

Opinion

PlayStation₈2

RATCHET & CLANK II could hardly fail to be promising - it builds on an already







DIE, FLAT EARTHERS!One of Ratchet & Clank II's more intriguing curios is the introduction of spherical-shaped worlds. Yes, people, they're balls. Big balls in spagaace



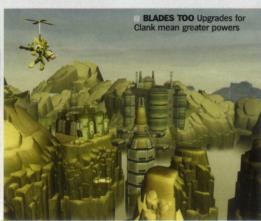
To be honest, properly globular worlds make little difference to the core of the game, but it's a nice touch all the same. You'll find that it's quite bizarre to run around on a virtual planet with a horizon, and when you climb up high the view is impressive. It also lets the designers create an endless surface with a finite area, which is quite weird when you think about it.



CHILD FRIENDLY Extreme violence but somehow cute



■ WHAT A VIEW Impressive, yes, but we don't have the faintest idea what it is. Who cares when it's this exciting





monito **HANDS-ON**

ORD RINGS

The Lord Of The Rings: The Return Of The King PUBLISHER EA DEVELOPER EA

WEBSITE www.ea.com LAST SEEN OPS2#16

70% NOVEMBER















THE LORD OF THE RINGS: THE RETURN OF THE KING

Found The Two Towers a bit limited? Read on, friend, read on...

THE LAST LOTR GAME SHIFTED PLENTY OF COPIES **BUT IT WAS A BIT DISAPPOINTING. WHAT'S THIS**

ONE LIKE? From the early look we've seen it's going to be an awful lot better. In fact, this was one of the most exciting games we saw at this year's E3. We managed to get our hands on a level, playing as the white-robed Gandalf fighting hundreds of orcs and, er, uruk-hai at the Siege At Minas Tirith.

SO WHAT'S CHANGED? Well, the hack 'n' slash is still there - we were whacking the little devils left, right and centre with our white stick. But in the level we played we could also control catapults to blast the hell out of the orcs, take down an impressive winged beast that swooped out of nowhere to fill the sky, and we even knocked down the castle walls! And this was the most impressive thing of all – the feeling of battle, with masonry smashing down, the beast falling on top of you and fighting going on everywhere. Immersive just doesn't cover it.

WHO CAN WE PLAY OTHER THAN BEARDY BOOTS?

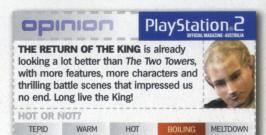
Aragorn, Legolas and Gimli all return, but there are two other threads in the game. One features Gandalf, while the other focuses on Frodo, Sam and Gollum's adventure. All the characters (barring Gollum, who could hardly be expected to smack around cave trolls

with his bony little fists) will be playable and will all feature their own distinctive fighting style. EA is also promising a further four to six unlockable characters. Bags being Liv Tyler...

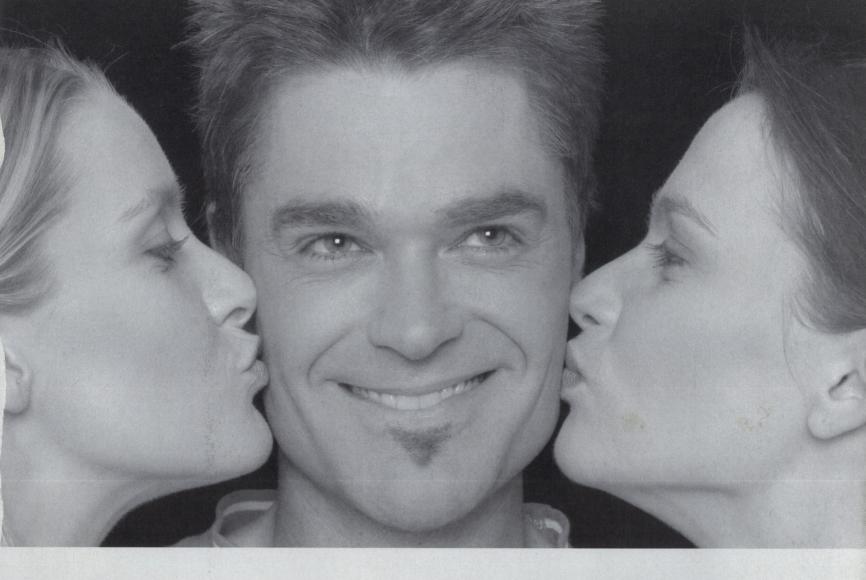
WHAT ABOUT THE CO-OP MODE WE'VE HEARD

ABOUT? This is what really makes us want to play the full game - teaming up with a pal to help take on the Dark Lord's forces. Playing on one screen, rather than split-screen, you have to work together to crack each level. The camera zooms to give you the best view of the carnage. Slaughtering greenskinned scum has never been so much fun.

RK







Cheek magnets.



E-razor Allstyle Trimmer

This little gizmo is just the thing for styling goatees, trimming beards and clipping hair. Style and substance, all in one.









E-razor pocket

And this battery-powered, pocket-sized shaver, can go wherever you go. All the freedom, none of the foam.

BRAUN E-RAZOR

HANDS ON NAME Syphon Filter: The Omega Strain PUBLISHER Sony DEVELOPER SCEA Foster City WEBSITE LAST SEEN OPS2#16 PERCENTAGE 80%





YOU'RE NOT GABE! No, this time you create your own operative

WHAT'S THE STORY?

Omega Strain takes up where SF3 ended, with the Agency still on the trail of the deadly virus, Syphon Filter. In earlier games we uncovered a huge conspiracy that ran all the way to the top. Now it's time to stop the virus before it's too late.

















GUNNAGE TONNAGE The range of weaponry is huge

SYPHON FILTER: THE OMEGA STRAIN

Gabe Logan, a deadly virus and guns. We know where this is going

WHO'S THIS GABE GUY THEN? That'd be Gabe Logan, doncha know. Hero of three excellent PSone adventures based on bio-terrorism, all-action gunnage of the highest quality and a waddling gait.

WADDLING WHAT? Gait. He ran funny. Strangely though, he stills runs funny, so we guess it was in his genes. But this time you don't play as Logan. No, you create your own agent and take him or her into the game (or online) to *help* Gabe and the Agency take on the terrorists who are threatening world peace.

WHAT'S THE GAME LIKE? As old skool *SF* fans we are very pleased. It's still about running around and shooting bad guys; high-range weaponry; head-shots; strafing; auto-aim; and noggin-scratching puzzles.

AND WE CAN TAKE PART USING INTERWEBERY

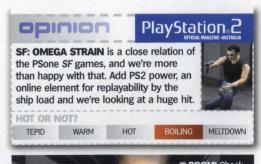
SKILLS? Quite right. *Omega Strain* has, as they say, online capabilities. You can play with up to four buddles as a co-operative team, and it's headset compatible to make you feel like real Agency bods.



SO YOU HAVE TO BE ONLINE TO PLAY? Of course not.

Those shunning the delights of broadband when *Omega Strain* is set loose next year can still take part. All 13 missions are available offline, although the cybersurfers do get special extra areas to themselves.

SO SHOULD WE BE EXCITED? Oh yes. We played online and off, and they had to throw us off the thing in the end. If this gets any better in development we might wet our pants. □ **RK**







DYNAMICS

loudspeakers



"Australian speaker builder DB Dynamics adds to its impressive range of home theatre packages with Centrepoint MkIII, 5.1 Surround Speaker System. This contemporary home theatre system features large floor standing front speakers, matched centre channel and surround speakers and an amplified subwoofer at an excellent price." Best Buys

Home Theatre

"Bargain priced complete AV speaker system that doesn't

disappoint."
Reviewer Nic
Tatham:

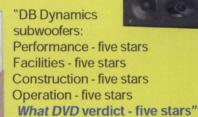
Audio & Video Lifestyle magazine - AVL-117

"DB Dynamics Vega speakers - smooth, powerful and as good as speakers twice the price."

Empire Magazine

"By most measurement parameters this Polaris system is an impressive set of speakers. It's exciting and involving to listen to and if there's better value for money around we'd like to see it."

T3 - five stars



"The rear speakers, particularly, are a masterstroke."

Australian Hi-Fi

"DB Dynamics make some of Australia's best selling loudspeakers. It achieves this popularity in part by offering plenty of 'bang' for your buck." Reviewer Gavin Womersley: *Audio & Video Lifestyle* magazine - AVL-108

"Greg Borrowman finds a worthy movie companion in DB Dynamics Cinemagraphic Home Theatre System."

Sound & Image magazine

"As we expected, the three dimensional nature of the soundfield was superb. We were truly immersed in the sound."

Best Buys Home Theatre

"Under critical listening we found the Polaris system generates a warm sound with good extension at extremes. Richard

Morgan says they are real value for money."

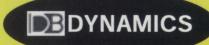
T3

"Potential purchasers whose primary use would be for movie watching and rock music will likely find the DB Dynamics Titan Millennium package very much to their liking, especially at the quite reasonable price at

which it is on offer."

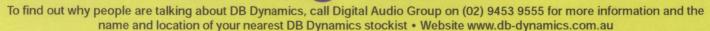
Dawson: Sound & Image

magazine.





Speakers Worth Talking About!





WORDS: TIM CLARK

The heart-warming tale of one boy, his pet weasel and enough guns to shoot the sun out of its orbit. Jak's back, baby, and this time he's all action

Platform gaming is dead. Trampled to death by the tiny feet of rainbow-coloured furballs and spiky haired pre-schoolers with attitude. The entire genre has been focus grouped into irrelevance, crushed under the weight of cookie cutter cash-ins and must-try-harder-but-why-bother rubbish. Naughty Dog knows this. After all, it created Jak And Daxter: The

Precursor Legacy – the panoramic, genre-whisking masterpiece everyone else has been painstakingly trying to copy since. For the sequel, Naughty Dog has dissected every single gameplay element and come back with a game that doesn't so much threaten to redefine the genre as shoot it straight to the moon.

If the most obvious influence on the original game was Mario 64; this time it's undoubtedly Vice City. With several months of development still to go until the October release date, Jak II: Renegade already looks and feels incredible. Polished? It's like Granny's good china on the day Jesus popped in for scones. Rest assured, this is the game every idea-ducking developer will be ripping off the second it hits the shelves. So notebooks out, copyists. As for the rest of you... welcome to the future.



Jak III: Renegadei

happiness is a warm gun

Is that a shotgun stuffed down your trousers or are you... oh, it is

It doesn't take Charlton Heston to tell you that The Kids love playing with guns. Ratchet & Clank might've lead the way in combing platform-based action with badda-blam gunplay, but weapons like the Suck Cannon and Morph Ray are geared towards comedy rather than carnage. The arsenal in Jak II might be more functional, but it's been designed to take out Metal Heads – the game's main enemies – with minimum fuss and maximum muss. Jak acquires four shooters over the course of Renegade leach with corresponding ammo to collect) and cycling through them is a simple matter of tapping the D-pad.

It's picking a favourite weapon that will be the tough part, because they are all oh-so-satisfying to fire. The first gat that Jak gets his mitts on is a short-range cannon that fires bowel-trembling sonic blasts. And trust us, you will never ever tire of hearing its accompanying PHUT-POOM sound effect. Next up is an all-purpose, pump-action shotgun that sacrifices impact in favour of range and accuracy. Then there's the Gatling gun, which Jak fires slung low. It chews ammo and spits death – perfecto for those gotta-kill-'em-all moments. And the fourth gun? Well, that really would be telling.







Range Life

Tooled-up? Then it's time for a bit of target practice

Jak tests his new weapons on a *Police Academy*-style shooting range. Cardboard Metal Heads whizz past — with civilians thrown in for fun — and needless to say, women and children were soon exploding in a blizzard of shredded paper. Just as well you can return to the range to rack up a new high-score. Mind that child!



call the cops

Fracture a couple of laws and The Man is soon giving you street hassle

The vast sprawl of Haven City is policed by the Baron's Krimson Guard. As in *Vice City*, if you start capping civilians – you'll try it at least once – the place is soon crawling with the filth. For the most part they won't bother Jak, provided he's obeying the law. But at other times the boys in red are under orders to attack on sight. One such mission involves guarding a youngster from a swarm of cops. Normally having to protect non-player characters is a chore, but using the Scatter Gun is such a thrill that it actually made this one of the most enjoyable sections we sampled.



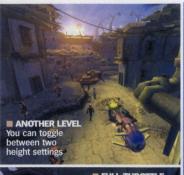
tales from the dark side

We can rebuild him... or, failing that, we can shoot him full of weird icky gunk

It's safe to say there aren't many platform heroes who have been experimented on by sinister quacks. Which is a shame, because we'd pay good money to see Ty The Tasmanian Tiger go under the knife. Having been captured, Jak is subjected to Dark Eco injections and all manner of other undercarriage probing. Not only does this trigger the whole revenge-driven storyline, it also means that if Jak collects enough Dark Eco, he can temporarily transform into his invulnerable alter ego. As Dark Jak, he can run faster than a buttered whippet and attack multiple enemies using crackling neon lightning. Once the effect wears off, Jak is left with a single bar of life, presumably as some sort of comment on the dangers of intravenous drug use.



Jak II: Renegade

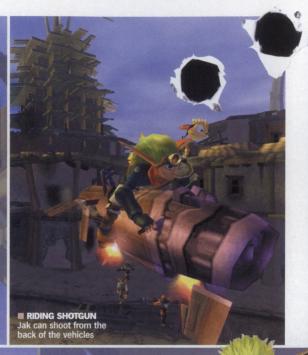




vice city? we'll take it

This is the bit about Jakkin' cars and drive-by shootings

The word epic gets slung around a lot, but Jak II's scope and scale is so huge it might not be out of place here. You'll be spending a lot of the time in Haven City – imagine the spaceport on Tattooine crossed with the Thunderdome from Mad Max – but there are also 17 other locations to explore. The city acts as the game's central area though, and it's so big that getting about on foot would be impossible. Which brings us to the most obvious lift from the GTA series. In Jak II the main mode of transport is hovering speeder cars and – as you've probably already guessed – clambering into the driving seat just a ② press away. Even in midair. That's right, you can jump, hit ③, and hijack a vehicle that's on the move. Including police speeders. The thrust-based controls are satisfyingly intuitive, meaning you're soon weaving through the traffic. Best of all, If your vehicle suffers too much damage, Jak can simply hop across into another... IN THE AIR, PEOPLEI







TORN STAR
Maybe the full
facial tattoo
was a mistake...

FLY BOY Jak can whip it out at any time, no matter how inappropriate

Jobs For the boys

Kiss those Precursor Orbs goodbye. In Jak II you need to work for a living

Anyone else feel like decking the next level designer who asks us to collect *more* spinning baubles? Good. You'll be pleased to hear that the narrative in *Jak II* is entirely mission-based. To clock it properly you're going to need to complete over 75 different assignments, plus plenty of side quests. Time to have a word with the likely lads.

TORN

Torn used to be a commander in the Krimson Guard, but rebelled against the Baron's tyrannical rule. Now a high-ranking member of Haven City's underground, Jak's first task is to prove he isn't a spy by journeying into the wasteland outside the city and snatching the Baron's flag from a crumbly outpost. Despite the wholesale changes elsewhere, this whole sequence is vintage platform fare. When you finally grab the flag, the boys go into a superbly choreographed celebration.

KRFW

This revolting gutbucket is so lardy he has to be carried around in a basket. Krew is an underworld boss who can be found at the Hip-Hog bar and grill (bit like an interstellar Harvester). Missions involve delivering contraband across the city on a fragile speeder. Like a cross between Jabba The Hutt and the ginger weirdo in *Dune*. No, not Sting.

SIG

This boy is 100% badass. Sig is employed by Krew as his personal bodyguard, and likes nothing better than spending his spare time wasting Metal Heads. Jak first teams up with him on a secluded atoll, providing covering fire against the native beasties while Sig charges his powerful 'Peacemaker'. It's a classic buddy-based mission and further proof that Renegade is an infinitely more action-orientated experience than The Precursor Legacy.

hover the moon

Get on the back of this baby and make like Marty McFly

Hoverboards also appeared in *Ratchet & Clank*, but the difference here is that Jak can use his at any time. The design team has taken a long look at the *Tony Hawk*'s series, and incorporated jumps and skating lines into the environments. We tested the gizmo in a lush forest, which featured swaying grass and a cascading waterfall – and how's this for eye-candy, the droplets even formed a rainbow when the light caught them. Chasing butterflies with the shotgun we almost expected Louis Armstrong to amble past singing *What A Wonderful World*.

OPS2 plays Gran Turismo 4 and talks to the man responsible for all the car-nage to find out what is true, what is rumour and when we'll get to play the finished game

#1 SIX-PLAYER ONLINE #2 NO CAR DAMAGE #3 OUT THIS CHRISTMAS









level of the E3 demo

OPS2 says...

#3 OUT THIS CHRISTMAS

Kaz says... very little

"No comment

Will GT4 be in Santa's next fun-packed sack?

Three minutes more of this (that's a single lap) and, DING! "So that's how they've advanced the handling." Rather than treat the car as a videogame car, we've just played the course as we'd drive a real car. It's a direct, visceral experience. Before making a driving

decision you never think, "In my car I'd normally do this, but this is a videogame car so I'll have to make certain allowances." It's an over used term, but GT4's handling has become intuitive. It wasn't before. It is now. Teenagers of

the future will be using this to practise for their driving tests. Well, maybe not on the rally track.

New York is characterised by long straights and hairpin bends. In exactly that order. Our experience of this city course follows thus: full throttle down the straight, slowing down only for the inevitable 132mph head on collision into the apex of a hairpin. Reverse gingerly back into the traffic, causing a multiple pile-up of AI cars. Blindly accelerate in a dead-straight line towards the next bend. Brakes? Sod that, fast is fun. Yes, we know we just said GT4 was intuitive, but our intuition isn't always to drive sensibly.

Oh yes. Sensible driving. That's all you can associate with the Tsukaba circuit. It's a challenging (yawn)

raceway that requires lots of concentration. We realise here that despite the advanced handling it's still possible to spin out when driving in a straight line. Tapping the analogue stick left to correct our course suddenly throws the car into a dangerous lurch. Quickly trying to readjust with a tap to the right just makes matters worse and now we're facing the wrong way and we want to play the rally track again please...

THE PITS GT4 will

allow trackside car refuelling and mods

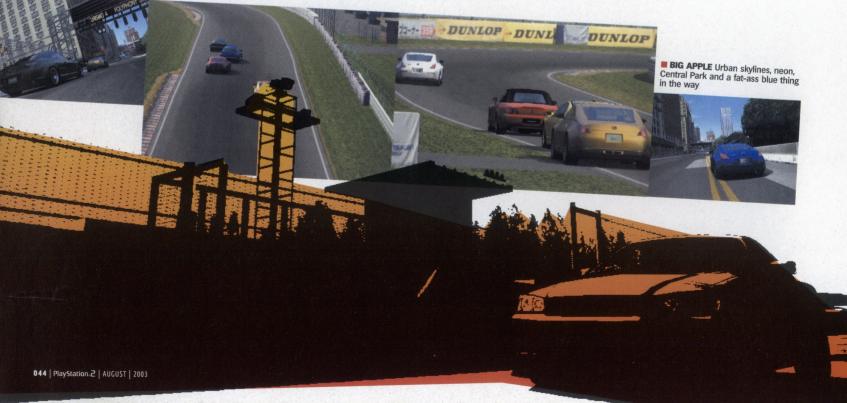
Things we probably should have noticed but were too busy driving fast to take in:

■ AI cars are now more considerate and adjust their course to prevent collisions.

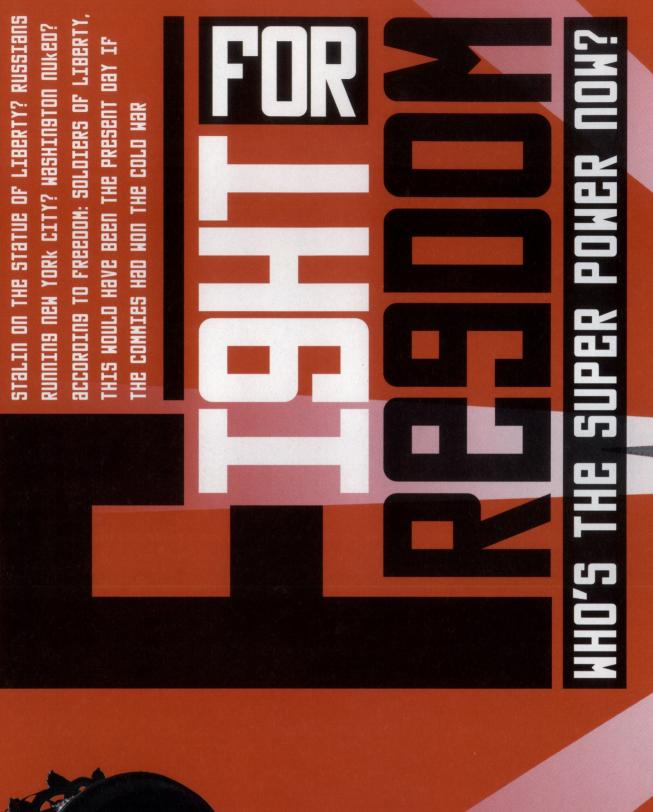
■ Kazanori has personally tested a perfect lap of the real cars on one of the tracks and compared it to a perfect lap on the corresponding in-game course. The average difference between the two is 0.5 of a second. That's dedication.

■ Simulation mode is revamped and now called GT Universe. Players are able to buy cars from a variety of places including museums and new and used car shops. Kazanori placed emphasis on what he called the "history of motoring" so expect to see the odd classic in there. Maybe a FJ Holden or a GTHO Falcon perhaps?

DOWN TOWN High-rise deals aplenty in New York













prisoners and killing anyone who stands in their way. They've dropped the bomb on Washington, our neighbourhood is a burned-out mess... My brother is missing. I'm just a plumber. What can one man do? New York is under siege. The Commies are freakin; taking over, setting up encampments, taking Spring 2003

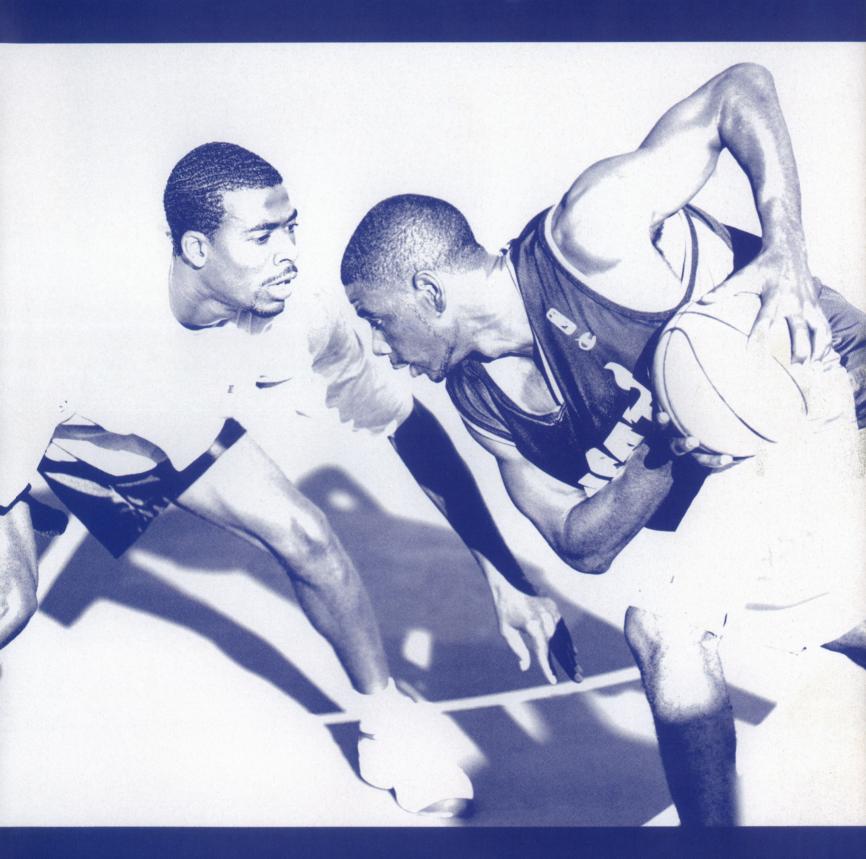
They're everywhere. Around every corner there are good effect in Hitman 2) has made this a rip-snorting fire-fest in which you will never gun down your pal Foes, though, will fall as you hold down un and let you if you go off to sneak in and lob a grenade at a rip. Your crew will also wait and defend a point for and such acts of daring and heroism will also bag group of Red army mutts, or blow up a building 1

the road. These also serve as save points, which should means the different levels can all be based in various secreted itself deep in the sewers. Handily, this also To protect itself, and so we can move around the city with impunity, the freedom movement has



streets themselves hav invented for the game

Champion



It takes a little more to make a hampion

SOLDIERS OF LIBERTY

Summer 2003

I have found some people who will fight with me. We have weapons and a belly full of hatred. Four of and a belly full of hatred. Four of 1 took over a gun turret and took over a gun turret and took over a pattleship. There were down a battleship. There were down a battleship. There were and finish them off. There can be no mercy. They are the enemy. They

→ Freedom: Soldiers Of Liberty is a squad-based game but lo is keen for it not to be mistaken for a PC-style menu-heavy statathon. "We have put great effort into making the control system as simple as possible, as we do not want the pace of the game to slow when the player is managing his fighters." lead designer MK Guldbaek says. "There are no hideous menus or maps involved when issuing commands. The command system is simple and intuitive to use and yet with it you can direct complex manoeuvres with your squad." In translation this means using a combination of ②. ⑤. ① to issue orders and a nice simple on-screen icon so you can keep track of it all. The lack of menus means that after a very short time you can bark orders and steam around filling the Commie hordes with hot lead and feeding them the butt of your gun. You have to make sure, though, that you don't send your team to certain death while you hide around a corner waiting for things to calm down before swaggering in. If they are cut to bloody ribbons you won't have a team left and, more importantly, you'll have a lot of trouble recruiting another one. We'll never bat back the Bolshoviks like that, will we?

never bat back the Bolshoviks like that, will we?

Io is so confident about the simplicity of

Freedom's squad combat system it has dropped plans
to include voice recognition. "We did think about it,"

Guldbaek says, "but it didn't make it in the end. It's so
easy to command your freedom fighters with the

controller. A voice recognition feature would have been slower





Autumn 2003

There is something in the air now. The people have shown they won't stand for Russians taking over the capital of the free world. Every day we get stronger; every day we take back more of the city, shooting down their helicopters, blowing up their trucks and killing their murderous hordes. We will win this fight. We will take our city back...

as you can boss them around. "Some of your Freedom has kept the battle scenes to between 20 and 30 people freedom fighter can't do, it's always nice to see a guntoting she-warrior taking out the bad guys. Especially arguing with that. Although in the single-player game multiplayer games where you can play as other squad The ranks of the resistance are bulked out with ladies Fighters are women," Guldbaek confirms. "And they toward your goal. Early battles are confined to small that it's not all testosterone-induced man action here that they are better looking." Well you won't find us buildings, knocking out helicopters, blowing up pow at the moment. Souping up the fun factor is the fact plumber to liberator of New York, the game breaks down into missions, each one taking you further scale fire spats as you wrestle for control of various use their guns to great effect, with the added bonus supplies and the like. To make it all run smoothly l pinko invaders. While they do nothing your basic of action, willing to take up arms against a sea of parts of New York. These are mainly taking over only Christopher Stone is playable, there are

SEE A GUN-TOTING SHE-WARRIOR TAKING OUT THE BAD GUYS

"Multiplayer mode is

deathmatch but fou

operatively in two

players play co-

teams," Guldback

says, adding, "which really is great fun. You can set up your squad members to ambush your opponents or as a decoy while you head around the back." We're hoping this will add some office time to the game, with factions forming and the like.

Winter 2003

bitch blow sky high was a beautiful thing. More and more people are joining us now, it's just a matter of and while the guys held it against the back-up forces who'd got wind of us, I sneaked into the compound Now that's a freakin' rush. Just took out an entire oil refinery. We had to take a street corner first and set the explosive. Seeing that time before the final push...

Chrysler building, the Empire State building, Brooklyn the skyline, and in the near distance you can them or popping in to see incidental characters in their neighbourhoods don't actually exist, the character and trucks (and take out the red menace at the same time) → While much of New York can be scampered around, homes. You'll pretty much be lead from one mission buildings such as the Chrysler building and Statu accurate." You can break windows, blow up cars and style of the buildings, streets and architecture is very but you won't be getting in random cars and driving to another until the Bolshies have been eliminated. you're fixed to certain areas for each mission. The Of Liberty" Guldback says. "While the streets and with the game in mind. "You would certainly

The New York skyline isn't immune to the warring burnt out in the next and partially collapsed in one of now?). "You may see a building on fire in one level, events, which take a year to reach their climax, also pass through the seasons (see what we've done here going on in the city. The hefty artillery the Russians buildings take damage and degrade. The game's have brought in takes its toll and you'll see the levels," Guldbaek tells us. Smart.



scenes of freedom fighters swarming toward the Statue Of Liberty, the Russians' final powerbase. At this stage what we have played and seen so far this could be the sleeper hit of the year. As Io's Hitman 2 was last year. If the Danish coders can pull that off they will be on To is willing to say is that it's a "suitable climax" and "a very powerful image". We can't wait to get hold of the final code and see for ourselves. From battles. Rumour has it that there will be incredible information on the final battle for Liberty Island, which we are confident will be the mother of all Io Interactive and EA are still holding back

INFORMATION

SOLOIERS OF LIBERTY



EASY DOES IT The control system is simple enough not to stop the non-stop action through the city streets



Report on terrorist suspect Christopher Stone #2 STOP THIS MAN

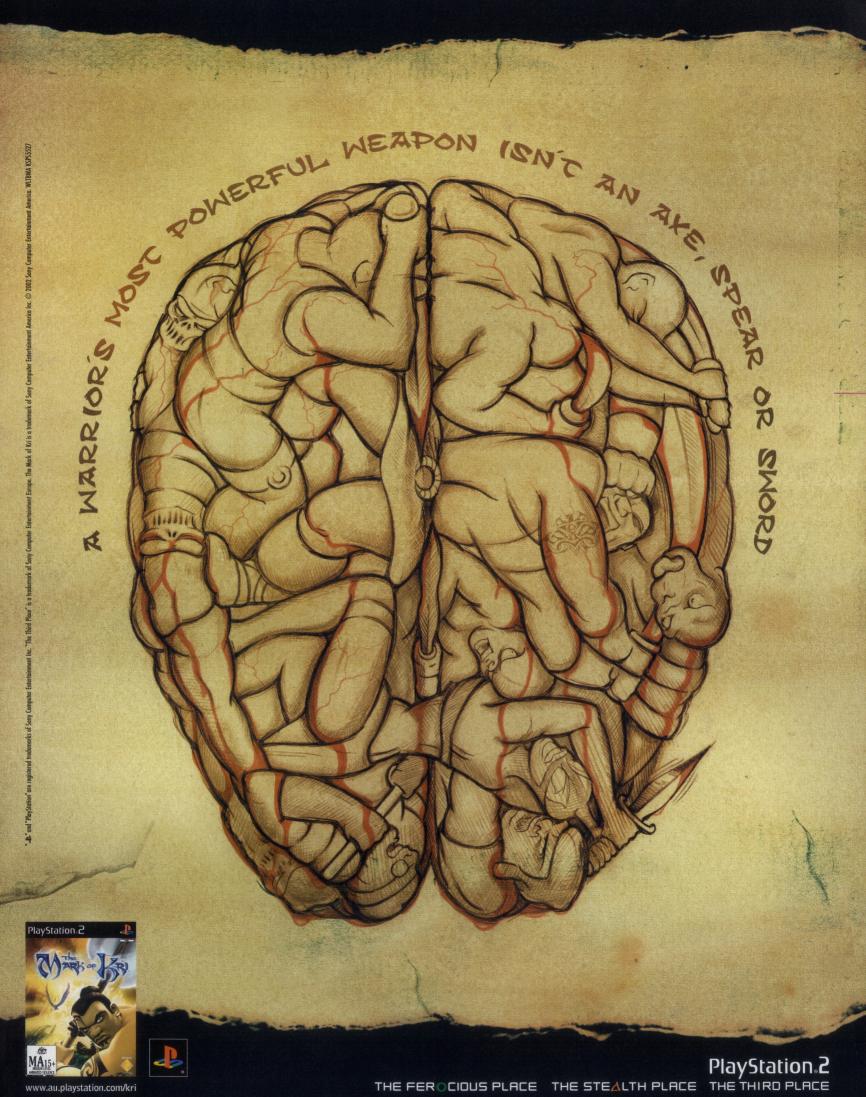
orders them to scout the area. In addition,

orders them to stay and defend a spot while he moves off and

calls them to him. With these tariat army is gathered,
will send his filth-ridden rabble to Survivor reports and interrogation lead us to believe Stone, who appears to have no training and an occasionally wayward shot, simple controls he seems to be able to control up to 12 ter time. We must stop this traitor to the proletariat cause now



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REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

Nigh on revolutionary. A game that could change the face of gaming forever A truly astonishing game. If you have 09/10

a PlayStation 2, you need this now 0A/10 Highly recommended

07/10 Good, solid fare that's definitely well worth a look

Better than average, and ideal for 06/10 hardcore fans of the genre

05/10 An average game

Poor, but still with the odd moment 04/10 Extremely disappointing 07/10

02/10 To be avoided 01/10 Reer mat

060

TOMB RAIDER: AO

OPS2 gets down and dirty with Miss Lara Croft!

THE OPS2 AWARDS

We don't hand out high scores for nothing so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award PS2 games that score that magic 10/10. The only

PlayStation 2

The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this

BRUNZE PlayStation.2

The Bronze Award is for games that score 8/10. These games are highly and are 100%

DVD RELEASES

Fire / Wrestlemania XIX / Led Zeppelin / MGF

WAKEBOARDING UNLEASHED Tony Hawk on water and then some!

DYNASTY WARRIORS 4 VIRTUA FIGHTER 4 EVOLUTION **EVIL DEAD: A FISTFUL OF BOOMSTICK** INDYCAR SERIES

070 WORLD CHAMP SNOOKER 070 WWE CRUSH HOUR

073 MR. GOLF

072 F1 CAREER CHALLENGE 072 CEL DAMAGE **073 ARMORED CORE 3**





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ON SALE NOW



It takes a little more to make a



IARACROFI TOMBRAIDER: TEANGELOF DARINESS

After a painful three year wait Lara has finally rocked up to the PlayStation 2 party

If your memory is a little hazy about what made Lara so famous in the first place, let us refresh your memory and give you a few reasons to get excited about her new game. Well, she was the original videogame heroine, and her cool attitude

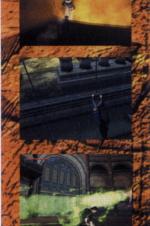
original videogame heroine, and her cool attitude went a long way towards making the whole gaming scene as popular as it is today. The new *Tomb Raider* takes players back to the classic foundations of the series, while slapping in a smorgasbord of new moves, 60 hours of gameplay and the ability to control a brand-new character.

Taking account of the complaints about too many puzzles and too much pointless jogging about in the last couple of *Tomb Raiders*, Eidos has stripped Lara back to the buff to give people what they want: more guns, more moves and more action. The new *Tomb Raider* is also much easier to jump into, bombarding players with constant audio clues from Lara about what to do next. Some might complain about having Lara hold your hand so tightly through the game's action, but when that hand belongs to a body like hers, we're not going to argue.

SAME OLD STORY?

Despite all the pretty new bells and whistles, anyone who's played a *Tomb Raider* game before will feel right at home with *Angel of Darkness*. There may be a bizarre new chose-your-own-adventure-style conversation interface and there's the new bad boy Kurtis to control, but he's only there for about 15 per cent of the game. Once you've got your head around the new plot dynamics, casting Lara as a murder suspect on the run from French cops, you find all of the usual

PUBLISHER: ATARI
DEVELOPER: CORE DESIGN
PRICE: \$99.95
PLAYERS 1
OUT: JULY
WEBSITE: WWW.COREDESIGN.COM
60HZ MODE: NO
WIDESCREEN: YES
SURROUND SOUND: NO



BACK STORY

Not content with five games and a movie, Lara is already eyeing off her next movie. She's also been on plenty of magazine covers, adverts, and had a string of models adopting her persona. After the longest break every between games, Lara is back in digital form.

explosive gun fights, death-defying jumps, precarious ledge hanging and problematic puzzle solving that you've come to love.

Is this necessarily a bad thing? Well, it depends on your perspective, really. If, after plugging through most, or all, of the five PSone instalments, you were hoping for a breath of fresh air to escape Lara's lips, you're not going to find it here. However, if you're one of the growing number of nextgeneration devotees who have only joined us recently, and who may not have even been on their first date with Lara yet, then you're not going to mind one little bit.

Even with the refined, analogue-stick-friendly, controls Lara is still a little to fond of taking lengthy strides when all you want her to do is nudge forward, but with a little practise it all falls into place. Depending on how far you tilt the stick, Lara will either walk or break into a jog. The good news for the few hundred thousand of us who have previously plummeted to more than a couple of unfair deaths at the bottoms of spiky pits, is that pressing will stop Lara from these painful plunges. In locks Lara into a walking mode that sees her wisely grab onto any ledges you accidentally push her off. Three cheers for that!

Obviously a fan of Mr. Snake and Sam Fisher, Lara has incorporated a handful of new stealth techniques into her repertoire. Peaking around corners, sneaking up behind bad guys and taking care of them with a little silent-but-violent action may smell suspiciously like a rip-off to us, but it works well enough. OPS2 is especially fond of the way stealth in Angel of Darkness is only one of your options. If you don't fancy the sneaky approach then forget it and go in blazing. This

LARA'S SPLINTER CELL TRICKS

Lara has copied her new moves from the hest stealth operatives



Tip toe silently up to an unsuspecting guard without



Knock their dopey noggins



That's pretty much it but you can continue to beat on them if you want. You sicko.

BRONZE
PlayStation 2
PlayStation 2







choice will come as a very welcome addition to anyone who wished they could have tackled MGS2 or Splinter Cell with a little Rambo-action.

Lara must really love the Snake because she wasn't content with just pinching the Solid man's stealthy trickery. Lara has also blatantly stolen the MGS2-style 'do more chin-ups to increase your stamina bar' tomfoolery. The more exercise Lara does, the stronger she gets - meaning you will be able to hang from ledges for longer before taking the plunge.

EUROPEAN VACATION

Eidos obviously isn't taking the tomb raiding element of the game's title too literally, because the vast majority of the action in Angel of Darkness takes place in Paris. No, not the romantic capital of the world you're thinking about. The Paris in the game is little more than a few suburbs full of grimy warehouses and apartment buildings, constantly covered in drizzling rain. Things do brighten up later in the game but it almost makes you long for the tombs of old.

At least there's plenty of shopping to be done in Paris. Lara can collect goodies from pawn shops, herb merchants and cafes. These shops help Lara stock up on one of her favourite snacks chocolate. Rather than the oddly placed bundles of medical supplies, stashed in the corners of tombs that have been abandoned for thousands of years, Lara now replenishes her health with the slightly more plausibly placed chocolate bars that are strewn about the place. Rummaging through cupboards and dressers will also yield other handy items like gold treasures, weapons and lots and lots of keys.

Like that kid up the back of your maths class who's scores tend to peak at around 10%, Lara's more than a little slow in her new adventure. It's not that she can't handle a bit of arithmetic, it's simply the speed, or lack there of, with which she jogs, climbs and jumps. She'd leave our couchsoftened arses behind in a flash, but compared to other lightning fast PS2 action stars Lara moves like she's had one bottle of valium too many. Lining up for jumps is essential and you'll have to

position yourself, slowly, to do it. Most of the jumps look quite straightforward, but the mixture of precision footwork, and the need to hit the action button at the right point to grab onto more distant ledges, will lead to more than one botched effort. Stick with it and you'll soon have Lara dancing about the platforms with enough dexterity to make even the most experienced chubby plumber green with envy.

We won't see Lara disappearing from any Bestlooking Babes lists any day soon. Everything in Angel of Darkness is polished until it glows. From Lara's stylish outfits to exquisitely crafted museum antiques, you won't see anything falling out of the ugly tree in this game. The landscapes may not be anywhere near as epic as some other sprawling adventures we've seen recently, but what is on show sure looks pretty.

TO THE POINT

After all our yabbering on, how does Tomb Raider rate on the buyability scale? Well, it's definitely up there. Rather than being pumped out to meet the usual yearly deadline, Angel of Darkness is the fruit of

three years labour and it shows. Lara's new adventure is home to more action scenes, creepy characters and plot twists than an entire series of 24 and it's got the production values to match. And Lara's a damn sight better looking than Kiefer Sutherland to boot. Our only reservation about recommending Angel of Darkness is that its pace may not be rapid-fire enough to satisfy the current breed of action junkies who have caffeine for blood and shorter attention spans than goldfish. No one can complain about the length though, with 60-plus hours of tomb raiding shenanigans to engage in, this is one date that won't be over in time for Star Trek. Tristan Ogilvie

LARA CROFT TOMB RAIDER: ANGEL OF DARKNESS

Graphics	Ø8	She's got the look!	
Sound	07	More of that rousing atmospheric stuff	K
Gameplay	Ø8	Lara's in better shape than ever!	
Life span	Ø9	So big it's got its own postcode!	

A little on the slow side but there's no doubting Lara's appeal. The original superstar is back!



MAN RAIDER? IT'S NOT JUST A WOMAN'S JOB ANYMORE!

Proving that equal rights for videogames stars are adhered to AOD sports Lara's butch new sidekick.



HOME TO MORE ACTION **SCENES AND PLOT** TWISTS THAN AN ENTIRE

SERIES OF 24...

Lara fans will be pleased to hear that a further two games are already on the drawing boards.

■ SWIMSUIT Yep, it's back boys – start your

■ HOT STUFF Even fir





SLIDING! No one goes through boots faster than this babe. Somebody get her a set of rollerblades now! Stat!



PUZZLES! Besides game designers, who builds locks for their doors that consist of a series of



er has any trouble finding but she never sooms



GETTING LOST! You know what y have no idea what to do next









A new way of gaming has begun. EyeToy™:Play is a collection of twelve mini games that puts you in the thick of the action. Simply plug in the the whole family can play. EyeToy: Twelve games, one camera.







EYE TOY: PLAY

Entertainment vision or innovation illusion?

PUBLISHER: SONY
DEVELOPER: LONDON STUDIO
PRICE: \$99.95
PLAYERS: 1- 4
OUT: NOW
WEBSITE: WWW.EYETOY.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
PERIPHERALS: USB CAMERA
[INCLUDED]

BACK STORY

The technology behind the Eye Toy was developed over nine months ago in conjunction with Logitech, the pioneers who paved the way in web cam technology. The Eye Toy was a big hit at this year's £3, claiming both the Best Peripheral/Hardware and Best Puzzle/Tiivia/Parlour game awards for the peripheral itself and the Play collection respectively.

Ever since the dawn of the videogame era, game companies have searched for acceptable alternatives beyond the humble control pad as an interactive device. As a result there have been a few hits, but many misses, including unreliable dance mats, inaccurate light guns, obscure skateboards and Nintendo's infamous Power

including unreliable dance mats, inaccurate light guns, obscure skateboards and Nintendo's infamous Power Glove. Despite being perhaps console history's greatest blunder, the Power Glove was actually translated from a computer peripheral used by NASA robots in space.

Fortunately, Sony seems to be rectifying the earlier kinks of its game making peers with two key innovations; the voice recognition headset bundled with SOCOM: US Navy SEALs and now the Eye Toy, a motion sensing camera that transports you directly into each and every one of the 12 supplied games on the Play disc. Now our PS2's can hear and see us. What's next? A peripheral that enables them to laugh at our jokes?

A NEW WAY TO PARTY

Setting up the Eye Toy couldn't be simpler. The unit itself resembles a rather stylish web cam and connects to either of the two USB ports on your PS2. It can then be placed either on top of, or directly below, your television. After calibrating the position and focus of the camera with your image onscreen, you are all set for a handsfree gaming experience.

The control pad is never used with the Play software, everything from entering your name in the high score table to adjusting the sound options is achieved with a controlled flailing of your chosen body part over the desired on-screen icon. High scores are even accompanied by a victorious snapshot; leading to plenty of images of cheesy grins and goofy wrestling poses taking up precious space on your memory card.

The image quality seems a little grainy at first; but it proves itself to be quite clear given the size of the











YOU CAN EVEN PRACTISE YOUR **JUGGLING WITH** THE EYE TOY





camera and the distance you need to stand away from your television. Of course, you could stand right in front of the screen and cheat your way through the 12 party games, but that would remove the fun from the experience entirely.

Each mini-game is heavily reliant on you waving your limbs around like they're on fire; which proves to be not only a hilarious experience with mates around, but a darn good aerobic workout for solo players. The multiplayer modes allow up to four players to compete either on their own or in teams. Multiplayer is a lot of fun, even if it is still turn-based. Playing with the Eye Toy amidst a social gathering is clearly how the developers intended it to be used. While it is a lot of fun using the Eye Toy, in some cases it's even more enjoyable to watch someone else grab desperately at thin air as though they've just walked into a cobweb.

SWATTING AT TINY NINJAS

The minigames themselves are simplistic in design, which means that both hardcore gamers and sweet old grandmas alike can all enjoy the Eye Toy. The motion sensor works almost flawlessly, and you can adjust the sensitivity of the tracking depending on how cluttered the background of your lounge room may be.

Arguably the game that attracted the most giggles and over the top Bruce Lee mugging in the OPS2 office was Kung Foo, where you find yourself under attack on all sides from tiny ninjas that you have to karate-chop, back-fist and head-butt off the screen. There are a lot of comical touches in this mini-game, such as the way some of the ninjas thud lifelessly into the screen before sliding down in a heap. What's even more satisfying is the bonus round in Kung Foo, where you have to break wooden boards that appear from all four sides of the screen. Stress relief has never been so ridiculously wacky!

Other games include plate spinning, boxing, ghost chasing and even a game for the soccer fans called Keep Ups, where you have to keep heading a virtual football for as long as you can. Not all of the games are winners - the just-as-boring-as-the-real-thing window



washing game comes to mind - but on the whole there is a game included to suit almost any taste. There are even a couple of music games to suit the beat freaks.

NOT A ONE TRICK SONY

Theoretically the Eye Toy could be used for many functions; clearly Sony is intending for it to be used for web-conferencing once PS2 Online is up and running, but who knows what else our favourite boffins have planned for this baby? Perhaps images could be taken and transposed onto the faces of in-game characters: leading to incredibly accurate create-a-player features in future sport games, or truly unique identities in

With these thoughts in mind, the Eye Toy could be a pretty valuable tool over the next couple of years. And utility value aside, it can safely be deemed the ultimate party game for PS2 owners, be it family reunion on a Saturday or after a big night out with mates in the early hours of a Sunday morning. However, OPS2 does warn readers not to drink and Eye Toy at the same time, in the hope that we may prevent some needless eye pokings.

It's an eyeful of fun, it's good for the upper body, it's great for hand-eye coordination and could potentially add new levels of functionality to your PS2. What are you waiting for?

Tristan Ogilvie

EYE TOY: PLAY

Why we'd buy it:

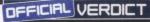
- We like to look at ourselves
- It's a new piece of hardware
- that doesn't suck Our controllers are broken

- Why we'd leave it:
 The thought of our PS2
 watching us creeps us out a little
- Not as much fun as a single player experience
- We're so unfit we'd pass out

Graphics	Very basic aside from some neat effects	ØE
Sound	Funky tunes and light hearted sound effects	ØE
Gameplay	A riot with a group of friends around	ØE
Life span	Always fun to break out at parties	2 9

Forget the fact that it is marketed at casua gamers; give it a try, because when it comes to the Eye Toy, seeing is believing







RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION











CELL DIVISION Move slowly, or your noisy footsteps deprive you of fun





RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

'Halt! Ich will Ihre Gehirne essen!'* Oh, and you thought Omaha beach was trouble...

PUBLISHER: ACTIVISION
DEVELOPER: ID SOFTWARE
PRICE: \$99.95
10UT: NOW
WEBSITE:
WWW.IDSOFTWARE.COM/
GAMES/WOLFENSTEIN
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: YES

BACK STORY

The original Castle Wolfenstein was the pixelly precursor to id Software's Doom, the groundbreaking FPS that put the word 'deathmatch' into dictionaries. Things have come full circle for this belated sequel as it uses id's Quake III engine. The plot is (veryl loosely based around Himmler's well-documented obsession with the occult, although we're not sure the SS ever actually tried summoning zombles.

Halt, schweinhund! Ah, Nazis. When they're not annexing Poland or calling you a pigdog, they're doing stupid things like starting illadvised second fronts in Russia and

appearing in 'Allo' Allo! In fact, they're the one subset of gaming cannon fodder that you genuinely never feel sorry for. Apart from zombies. And – hang on a minute...

Castle Wolfenstein, then. It's the guaranteed guilt-free alternative to Medal Of Honor's self-conscious grit – an undead shootfest that's more Indiana Jones than Saving Private Ryan. Which isn't to say the two games have nothing in common. In fact, they're remarkably similar, relying heavily on pre-scripted events, preset death animations and a more sedate pace than the likes of TimeSplitters. The differences are in the detail – Wolfy's guards, for instance, merrily converse in heavily-accented English as you eavesdrop on their conversations, only reverting to their native tongue when they're shouting insults at you. Some of these go on for ages and,

together with the notebooks scattered through each level, provide chilling hints about what you'll be seeing later in the game. It's more than just a gimmick – you'll frequently hear chats along the lines of 'Ve must be fery careful viss der gold, Heinrich', cluing you in to the presence of bonuses that'll earn you vital power-ups in between levels. The only way to hear these is with stealth – set off an alarm and things get tougher.

Secrets, in turn, are cunningly but logically hidden. It's a shade less linear than MOH, but still guides you gently through. The set-pieces don't rival Half-Life's, but they're atmospheric – there's a grim satisfaction in watching troops take on mummified corpses, knowing that you're going to mow the victors

down whatever the outcome. Others are genuinely atmospheric – witness the walls shuddering as the dead



WITNESS THE WALLS SHUDDERING AS THE DEAD FINALLY START TO WALK IN THE BOWELS OF THE CASTLE

SPRECHEN SIE DEUTSCH?

Jerry might be sporting enough to talk in English some of the time, but that isn't to say that your GCSE German will go completely to waste.



SO NEAR, SO GEFAHR... Gefahr, eh? Well see about that, as soon as we've smashed this



ACHTUNG, BABY
The Reichstaffe's headquarters
are littered with Nazi propaganda
and authentic recruitment posters



WEIN MORE TIME
Weinkellar, hmm? Cleverly, the
barrels actually drip posh booze
when they're shot.



MUNITIONEN
Oh, come on. Surely that isn't even real German, is it? Fling in a grenade and hope for the best.

*It means 'Stop! I want to eat your brains'



REVIEW

RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

BLITZ 'N' PIECES

Archaic breech-loading rifles aren't the only way to take out Johnny Badman, of course – it's possible to be a bit more creative than that...



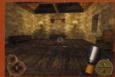
THAT'S KNIFEStealth kills are good for your your score. The best method seems to be a slow approach, seems to be a slow approach, sollowed by favoring approach.



BUNKER UP Fixed gun emplacements are always situated near barracks, or anywhere you'd expect



TRAPPER'S DELIGHT
Find a pressure pad near
some bloodstains, lure a foolis
guard in and shwunk! It's all
over. Heh heh.



BOMB JOLLY
German stick grenades come
with a built-in timer so you ca
'cook' them appropriately – le:

■ EENY MEENY Know your Egyptian death-gods? You'd better learn fact

114





MAD FRAU Helga's the Lederhosen-ripping leader of the Paranormal division – and she's got some mean bodyguards...





finally start to walk in the bowels of the castle. Only a couple of these set-pieces outstay their welcome – you'll be haunted by a distant radio playing *Moonlight Sonata* the first time you hear it – after that, it's just irritating. As things progress, you're given typical FPS tasks along the lines of 'escort the bloke' or 'don't alert guards', which are competently handled, if not that exciting. And the Al of your friends isn't brilliant – if one offers to cover you, don't treat it as carte blanche to go dashing into the fray.

The bad guys show a whisper more intelligence than MOH's, too, preferring to hold their positions rather than blunder into an obvious trap. Taking on three or more troopers at once is tricky but not impossible, forcing you to use the available cover. Crouching works, but jumping isn't a viable tactic – it's only occasionally used to get you over minor obstacles. Fighting's generally pretty tough and effective, although you can't help wishing the 'kick' animation didn't look so stupid.

CRY WOLF

Wolfenstein's PC origins are less easily disguised. Apart from the obvious continue points, it lets you save practically anywhere. This is handy, but comes at a price – though you can overwrite existing saves, once you run out of memory card space this ceases to apply. You've got no way to save your current position, so you might as well reset the machine. Also, the aiming is clearly geared to mouse control – head shots seem arbitrary, while



forgiving auto-aiming encourages the spray 'n' pray mentality. The PS2 is clearly designed to handle the bottom end of the PC spectrum, too – the textures can look flat and repetitive next to the garlsh landscapes of 'Splitters or even the chunky environments of MOH. And it's all too easy to get lost in the unremittingly bricky Nazi fortress – often, the only way to navigate is by destroying everything you see to mark where you've been.

The PS2 version – note the 'Operation Resurrection' tag – comes with several levels that weren't in the PC original, including a front section explaining how BJ got to Castle Wolfenstein and introducing his Brit navigator. They're every bit as good as the standard levels, though the game in general seems to skimp on the guards a bit. And, erm, for some reason they've ditched the drink-beer-for-health dynamic.

It isn't as showy as Half-Life, as deep as Deus Ex or as frantic as TimeSplitters, but Wolfenstein is a classy addition to the FPS canon. All that, and you don't get any of the moral unease of shooting down 'proper' Nazis for a laugh in MOH. These are zombie Nazis, soldier, and they have to be stopped!

Joel Snape

RETURN TO CASTLE WOLFENSTEIN: OPERATION RESURRECTION

Graphics	Ø 7	Solid. Even if the environments are a bit repetitive
Sound	Ø9	Soaringly dramatic music, and quality guard chatter
Gameplay	Ø8	Combat's satisfying, even if it isn't always that precise
Life span	Ø8	Huge. Tough. Lots of secret areas

Only the high standards of the FPS competition prevent this from being a truly essential buy.









WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

OPS2 finds out Wakeboarding is half water skiing, half surfing and all good!



BACK STORY

Shaun Murray started off water skiing in his younger days, but on one fateful day when he had a go on wakeboard his life changed forever. Six years later the "House of Style" as he's known is a two-time world champion and has his own game created by Activison. Not a bad effort.

PUBLISHER:
ACTIVISION
DEVELOPER:
ACTIVISION
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOW
WEBSITE:
www.activision02.com/
microsite/shaunMurray/
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO



X

Wakeboarding is not the type of sport you would usually see on Sunday afternoon TV. So, if you have no idea of what the hell it is, let us fill you in. Essentially, wakeboarding is

like snowboarding on water. Wakeboarders use the waves made by the boat that's pulling them along to launch themselves in the air and perform extreme moves. It's no real surprise then that Activision, the king of extreme sport games, has created its own wakeboarding title. And like its other extreme titles, all of the action and atmosphere of the sport is in there, but it's made to look as easy as toast.

Okay, so maybe *Unleashed* is a lot like playing *Tony Hawk*, only you're on a skateboard with no wheels while being dragged by a boat. The general concept is the same, the controls are almost identical and even some of the trick names sound like they've been taken from the *Pro Skater* series. Thankfully, *Unleashed* is able to take many solid *THPS* aspects, blend them together and rework them enough to allow the game to stand out from Tony's shadow. Pulling off tricks is not as easy as it was in *THPS*, because you will need to balance the ability to use the wave, the boat and your boarder. It takes a little while to develop a technique but when you get it down pat, oh buoy!

level cha

The awesome moves in Unleashed will get your adrenalin rushing up to bungee jumping levels. After getting our technique just right, we were able to use the waves to launch ourselves over an island - and that's not a typo. The air you can get in Unleashed is amazing, (see Airborne). We launched ourselves every chance we got and discovered new areas where we had more space to pull off larger combos. The 12 levels are huge and well designed - you'll probably never go the same way twice. Some areas in a level are narrow and offer loads of places to grind, while other parts give you plenty of space to land massive combos and get as much air as you can. Once you know how to use your surroundings you'll find pulling off massive combos is more satisfying than in any other extreme titles on the market.

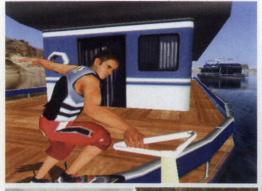
Unleashed's single player mode contains a Free Ride mode where you can explore the levels the game has to offer, but the main attraction of the game is the career mode. The career mode is very similar to the rest of Activision's extreme sports games. You have a variety of tasks to complete, like reaching a certain score, grinding a certain distance or finding a number of objects. Once you've completed some of these tasks, you'll unlock the level challenges. Some challenges can be tedious and







WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY



SIDE ORDER OF BONUS MODES! As well as all the usual jumps, spins and tricks, Unleashed features plenty of off-the-wall bonus objectives like collecting cows in the back of your boat





AIRBORNE

Launching yourself takes a little time to perfect, but once you've got it you'll be flying with the seagulls. Holding ②, double tap Left or Right on the D-pad to go as far in that direction go as far in that direction as you can. Double tap in the opposite direction to head back towards the wave. Let go of the ⊗ button just as you hit the tip of the wave. Press to let get of the rope. Take in the scenery and head back to the water, then hit L2 to call for the rope.



frustrating but most are great fun. One of the better challenges requires you to play Simon Says, where you have to complete a trick before the hillbilly finishes playing his banjo. Another challenge requires you to collect the numbers one to five, while completing a combo. It is frustratingly difficult, but luckily you don't have to complete all of the challenges to complete the game.

180 TWEAKED SAD AIR FROM BACKSIDE BOARDSLIDE 2.5 x 1508

The multiplayer action in Unleashed is a little disappointing, as it only offers four modes: Head to Head, Co-op, Horse and Tug of War. The first three are familiar to extreme gamers out there, but the Tug of War stood out as the best because it was created especially for the game. The Tug of War mode is a simple battle for the rope. Whoever is landing the better moves and earning the higher scores will get more slack of the rope leaving their opponent with smaller waves and the boat motor in their face. At the end of the time limit, the one with more rope is declared the winner. It's also a shame that there are only four modes to play around with but there is still plenty of fun to be had with your mates when they rock around.

Despite a highly polished package Unleashed lacks a couple of elements that would have allowed to score even better. For some reason Activision has decided to leave out the normal ability to create your own player and arena. OPS2 was shattered to discover we couldn't build a wakeboarder with a huge afro or create a park



with bikini girls cheering as we launch over their houseboat. Sadly, this fantasy will have to wait until the next wakeboarding title hits the shelves.

Wakeboarding Unleashed gets the adrenalin pumping, captures the atmosphere and action of the sport and, most importantly, is great fun to play. Although it's not as easy to pick up and play as the THPS series, the satisfaction of pulling off a massive combo is far greater. Even though it loses a couple of points for its lack of options, Wakeboarding Unleashed still has enough depth to make a splash.

Paul Frew







DOSE BLOUT

WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

- Why we'd buy it:
 Over-the-top moves that will get your heart racing
- Great retro tunes

Why we'd leave it: - Not as easy to play as THPS

- No 'create a player' mode

Graphics	It looks like the real deal	07
Sound	Cool retro tunes mixed with some great alternative stuff	ØE
Gameplay	Not as easy as THPS, but more rewarding	ØE
Life span	Plenty of things to unlock, but some of it should stay locked	ØS
		STATE OF THE PARTY OF

It may be a little wet behind the ears but Unleashed has just as many thrills as its extreme brothers.



DEFICIAL VERDIC

HIGH ROLLER

Unlock the right challenge in the water park and you'll be in grind heaven.



JUST COASTING

It looks pretty tricky doesn't it? You have to grind the whole thing using just 🙆 and the direction butters.



ALLEY-OOP

Hold on to the rope for just long enough to get some momentum, then let go or you'll eat girder.



STEADY, STEADY

As the speed builds keep a close eye on that balance meter. One false move and you'll plummet to the concrete.



NEARLY THERE

Just... a... little... further... It'll try to shake you, but hold on to complete the ride and unlock the next challenge.













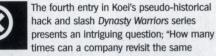
DYNASTY WARRIORS 4

Ancient China resonates with the sound of bloody battle... again!

DEVELOPER: KOEI
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOW
WEBSITE: WWW.THQ.COM
60HZ MODE: NO WIDESCREEN: NO SURROUND SOUND: NO

BACK STORY

Koei's long running Dynasty Warriors series has developed something of a cult following over the years With this new entry Koei hopes to add storytelling depth and more intelligent



gaming concept, adding just enough features to please hardcore fans, and still get away with selling it as an entirely new game?"

Dynasty Warriors 4, like the previous three, takes place in ancient China, beginning with the downfall of the Han dynasty. You start the campaign (or "musou") mode with one of three factions - Wu, Wei, or Shu - and engage in a series of branching battles that chronicle the turmoil that allegedly engulfed China during this period. The game claims to be based to a large extent in historical fact but as you are often faced with evil sorcerers and other esoteric enemies you could be forgiven for thinking the history lesson's over in this latest incarnation. This is not necessarily a bad thing as when it comes to games like these the real question is "How does it play?"

The gameplay in Dynasty Warriors 4 will be familiar to anyone who's played the previous entries in the series. After choosing your faction, you then choose from several officers to go out and wage war with. The actual missions are as fast-paced and chaotic as ever, with literally hundreds of friendly and opposing soldiers running back and forth in the midst of battle. Another cool feature is your almost superhuman ability to knock out literally dozens of enemies at once with your devastating special moves and combo attacks. We haven't seen this many characters flying about on screen at once since LOTR: The Two Towers, although it must be said that the models here are a lot less pretty than that movie tie-in

However, frantic, enemy-filled battles are nothing new for Dynasty Warriors fans, so the question is, "What new

features have been brought to the table?" Disappointingly, precious few. Like the superior (and much more budget friendly) Dynasty Warriors 3: Xtreme Legends, you can edit your bodyguards' and officers' strengths and weaknesses, and more superficial elements like their clothes and gender. There are also certain moments in battle where an enemy officer will challenge you to a one-on-one duel and the game will shift to a more beat-em-up style of arena until one of you drops. Another nice feature is the RPG-like weapon and armour stat building that you can engage in between missions.

Dynasty Warriors 4 is not a bad game; it has decent graphics, fast action and lots of extra characters and features to unlock. Unfortunately, it hasn't evolved much beyond previous entries in the series, and at the end of the day the few extra features feel like window dressing for a game you've played too many times before. Back to the drawing board for you, Koei.

☐ Anthony O'Connor

DYNASTY WARRIORS 4

Why we'd buy it: We're obsessive Dynasty

Warriors fans

- Big action on an epic scale Hack and slash never really goes out of style
- Why we'd leave it:
 It adds nothing new to the
- The action soon becomes repetitive We already have Dynasty Warriors

Graphics 8 Solid models with slightly drab backgrounds 7 Tacky music combined with good battle noise Gameplay 7 Accessible but repetitive slashing and running Life span 7 Lots to unlock but all of it's samey

Dynasty Warriors 4 is an accomplished title, but due to its lack of innovation, it's unlikely to get many pulses racing.



OFFICIAL VERDICT

OU AND WHAT ARMY? ...OH, THAT ONE.

ly the least. Attacking in large is, you can soon find yourself knee deep in angry warriors! Imagine the fight scene in *The Matrix Reloaded* between Neo and the endless Mr Smith clones and vou'll get the idea















Consu Akra



WATCH AND LEARN You can opt to see the experts' button presses in replays

PUBLISHER: ATARI
DEVELOPER: SEGA AM2
PRICE: \$99.95
PLAYERS: 1-2
OUT: NOW
WEBSITE:
WWW.VIRTUAFIGHTER.COM
60HZ MODE: YES
SURROUND SOUND: YES
PROGERSSIVE SCAN, YES

BACK STORY

There's a VF1 unit in the Smithsonian Institute as part of the history of Art and Entertainment, but the series didn't really get going until part two, which introduced comedy drunk Shun Di and annoying praying mantis bloke Lion. Part three brought in sumo fatty Taka-Arashi and an Evade button, both of which were quickly dropped. And then, of course, there was

GOH FOR IT The pasty Judo type can drag opponents into position



VIRTUA FIGHTER 4 EVOLUTION

Say you want an evolution? Well, you know...



From fan-sites stuffed with quasi-algebraic move lists to the dead-eyed dedicated who play it, Virtua Fighter is a game that screams hardcore. In many ways, it's the opposite of

Tekken – pad-hammering and combo memorisation is pointless, while careful timing and precision button presses rule supreme. That might be off-putting in itself, but Evo's key feature – playing styles collated from some of Japan's top fighters – doesn't exactly sweeten the deal. Surely improved Al just means you're going to get your ass handed to you exponentially quicker? Well, yes and no.

Quick tip: don't look at the DVD replays until you're fairly confident. Seriously. Watching top-rank players like Japan's Chibita flick out the moves at top speed is an amazing indication of what's possible with VF4's fighting engine, but for a beginner it's just depressing. You are never going to be this good – although Evo's designed to help you try.

Evo's got the most exhaustive practice dojo ever to grace a beat-'em-up, covering everything from basic moves to complete combos and strategies unique to every single character. It holds your hand whatever your level, easing things up from one preset attack (with three seconds warning) to an utterly random onslaught. It's the perfect introduction to two new faces. Goh-Hinogami, evil Judo assassin with all sorts of counters and throws, and Brad Burns, who's more of a hit 'n' hope kind of guy.

Besides, it's well worth devoting a couple of hours to, if only to keep your win percentage respectable when you brave tournament mode.

EVENT HORIZON

VF4's neverending kumite mode has been replaced by a battle through a succession of Japanese arcades, with the ultimate aim of heading to Event Square for the VF4 Masters Tourney.

Each arcade has its own cadre of fighters, who'll challenge you at random for as long as you can keep beating them. The aim is to fulfil the area's tournament requirements – usually racking up a certain number of wins or a streak – and stroll off with the cash. However, it's also possible to take on sub-quests, like getting 25 counter-hits or two perfects in a row, which earn more money and unlock specific items. The novelty factor helps because you're never quite sure who's coming next – Lion in a motorcycle helmet? – and different incarnations of the same character have massive differences in technique.

Arcade obsessive or not, you're going to feel a bit short-changed by Evo if you've already got VF4. Goh's great, but Brad's a bit generic, so the main appeal's the new tournament mode. It offers a bit more longevity than Tekken − but feels lifeless compared to Soul Calibur II's Weapon Master quest. Still, it beats going to an arcade and getting mashed by some kid. □ Joel Snape

SHOP-SOCKY

Beating half a dozen opponents typically earns you about 100 gold pieces – completing a Quest gets another 100, and a tournament nets 1,000 upwards. A new pair of trousers costs about 3,000 – better hope they last, eh?



DRESS TO IMPRESS
Each character can earn a variety of outfits and accessories, right down to wigs and dodgy contact lenses. Check out Goh's sinister clown mask



HARD BLOCK LIFE
Missing the heady days of the
Sega Saturn? Emulate those
double-digit polygon counts
with each character's Lego-like
Virtua Fighter 1 outfit.



ONE HAND SLAPPING You can even unlock clips showing that it's possible to bust out mean combos onehanded. Assuming you've got an arcade stick.

VIRTUA FIGHTER 4: EVOLUTION

Graphics 2 Much smoother than the jaggy VF4

Sound 2 Good slappy connections, totally forgettable music

Gameplay 2 Precise, quick, beautifully balanced and challenging

Life span 2 Depends how determined you are

Packed with things to do, VF4 still lacks the outright fun that makes Soul Calibur a game for everyone











EVIL DEAD: A FISTFUL OF BOOMSTICK

Low budget B-movie schlock in high value proto ho-hum gaming shock



Criticising Evil Dead: A Fistful Of Boomstick is like telling your best mate what you think of his new girlfriend. Even if you secretly reckon she's tedious, plain and uninspiring, you'll only mumble "She's, um, nice" after a careful pause. Y'see, for all its faults, Evil Dead: AFOB is competent, well intentioned and would keep most folk perfectly happy. Hey, it even comes at a mind-bendingly cheap price point – get this – \$29.95. So dissing it for being only slightly better than average would be like insulting your mate's

lady love after she's baked you a cake and apologised for

looking rough - cruel and pedantic, even if you secretly

Older gamers might remember an *Evil Dead* game on PSone, which was, frankly, less playable than a lead tiddlywinks set. Rather than risk another flasco, developer VIS has 'adapted' its *State Of Emergency* game engine (ie, ripped it off) and bolted on some story elements. You're left with a good(ish) free roaming beat-'em-up, with an impressive number of on-screen zombies – 'up to 50!' trumpets the press release – and rudimentary puzzles. Sadly, the puzzles are mostly weak (find red key to unlock

scarlet door) and merely drive up the work quotient,

LIFELESS ORDINARY

forcibly extending the game's duration.

As a result, you spend half your time carving up incoming goons, the rest revisiting flat and boring areas looking for objects to unlock new flat and boring areas. At times, you'll tingle with ire when flawed game logic forces you to needlessly retread the map. For example, in one section you've got to lob dynamite over a fence, despite zero clues or prompting, leaving you to wander around for 30 minutes or so looking for an alternative.

In another section, the 'Use Object' icon wouldn't appear on a park gate until we checked the lock, despite already owning the park key. What's wrong with a little assumption, eh?

So, it's *State Of Emergency* with arbitrary linear hurdles, but, bizarrely, *Evil Dead: AFOB* just about works. Shhh, listen carefully and you can almost hear it clear the 'potential purchase' bar with a scraped belly and a cheeky 'DVD shaped' backhander to the judges. Hero Ash uses a neat two-handed combat system – one button per limb – with an ever-expanding range of shotguns, pistols, flamethrowers and chainsaws. There's even an expandable spell-casting system, so you can possess zombies, temporarily boost your strength and use electrical smart bombs. You never get stuck for *too* long, and are rewarded with new skills exactly when your patience starts to wane.

We could moan about the over sensitive camera, over simplified combos, tricky boss battles and unskippable cut-scenes, but the truth is, the niggles never boil over into rage. The game is solid and entertaining. Y'know, *nice*. And for \$30, sometimes that's all you need. □ **Dan Dawkins**

EVIL DEAD: A FISTFUL OF BOOMSTICK

The second of the second of the		
Graphics	07	Basic backgrounds but impressive chaotic battles
Sound	Ø9	Good one liners and warbling tunes
Gameplay	Ø8	Mundane puzzles, neat two handed combat
Life span	28	Ten hours for main story, plus engaging arcade mod

Greater value than quality, but the game's almost strong enough to stand on its own.





BETTER THE EVIL YOU KNOW

A glimpse at the films behind the games...

Twenty years before directing the mega budget *Spider-Man* movie, Sam Raimi was juggling \$60,000 and spade-chinned, wise-cracking actor Bruce Campbell to create *Evil Dead*. The film earned cult notoriety with its daring camera work – including an infamous first-person possession scene – and uncompromising attitude to gore. The sequel, *Evil Dead* 2 (1987) took the series into camper territory, focusing on Campbell's dry one liners and darkly comic violence. The game is stacked with throwaway comments – "Some people are born to wield chainsaws, others have them thrust upon them!" quips hero Ash – with plentiful in-jokes for fans of the series. There's even an element of time travel, in a nod to Raimi's final *Evil Dead movie Army Of Darkness* (1993).

NAMES OF THE GAME

Formula One stars like Schumacher, Coulthard and Button are household names over here (well, pretty much) but we'd wager most people would be hard pushed to name even one IndyCar star. Here's a look at some of the racers you can play as if you change your formula and choose the ring road.



AL UNSER JR TEAM: Corteco

Twice winner of the famed Indianapolis 500 race, Al Ju Father Al won the Indy 500 four times, his uncle Bobby won it three times and his cousin Robby was also an IndyCar driver. So stitch that brothers Schu!



SARAH FISHER TEAM: Dreyer & Reinbold Racing

one of the most successful in the North American motorsport, having been the first lady to clock a pole position. Not only that, she also became the youngest history when she made he



GEORGE MACK TEAM: 310 Racing

year, finishing 16th overall and becoming only the second African American to compete in the series. His team, 310 Racing, is based in Hollywood and customising sports cars for the rich and famous



EDDIE CHEEVER JR TEAM: Red Bull **Cheever Racing** should be familiar to F1 fans and arguably the most successful petrolhead in the US. Eddie made 132 F1 ts between 1978 and









SLIP SCREAMER You can use the 'tow' from the car in front to slingshot past













INDYCAR SERIES

Yankee doodle racing that takes the long road around



The trouble with Stateside sports is that the Americans usually just pinch a perfectly good game and Yank it up a bit. American Football? That's just rugby for jessies with a penchant

for shoulder pads isn't it? Baseball? Over complicated rounders, surely? And, so it is with IndyCar racing. Do we really know or care enough about the septics' take on Formula One to fork out for the sim? Questionable.

So, while this game is as faithful a representation of the sport as you could wish for, it's just plain dull when you pit it against the likes of F1, TOCA and Gran Turismo. The main issue we have with it concerns the tracks. There are 14 of 'em and, while each has its own distinctive characteristics (length, curvature, banking, etc), they're all oval shaped. Think Gran Turismo but with a single model of car to drive and only variations of the Super Speedway circuit to race on and you've pretty much got the picture.

What's more, the races are staggeringly long - a full race comes in at around 200 laps. That's a whole lotta going around in a loop. If the sport ever becomes established this side of the pond, you can just imagine the RTA slapping 'Tiredness Can Kill - Take A Break' signs all around the circuit. Of course, you don't have to plump for the full 200 laps and can choose anything from ten upwards, but because car performance is pretty much identical across the grid, the lower the lap count, the less chance you have of bagging a victory.

BAD SPORT

We've been pretty disparaging about the sport but this isn't a badly made game. Far from it, in fact. All the production values you'd associate from the firm that brought you the Colin McRae and V8 Supercars games are here. The presentation is slick and efficient with ABC commentator Bob Jenkins dishing out advice on the tracks and car set-up, and Indy veteran Eddie Cheever Jr training up beginners in masterclass mode.

Technically there's little to guibble about either. The cars, which reach speeds in excess of 200mph, handle nicely and the tweaking and tuning options, an essential part of gameplay if you want to achieve top-tier success, will keep petrolheads in automotive heaven. You can also tinker till your fingers cramp up, including tyre pressure, ride height, weight displacement and traction control. If you're the kind of driving game nut who spends half a week in the toilet reading car mags, you'll no doubt be happy with all this.

But for all its merits, the inescapable blandness of the tracks means the game gets tedious very rapidly. Yes it's fast and furious racing, and on the harder difficulty settings it's as involving and as taxing as any other motorsport is. But for the love of God, give us something other than two straights and four sweeping left-hand corners.

Nick Ellis

INDYCAR SERIES

Decent car and track models, and sizzling frame rate Throaty engines and a generic rock soundtrack Sound Gameplay Testing but ultimately laborious At 200 laps per full race it's almost too long

A high-velocity, efficient and attractive take on the racing sim, but the tracks are damn boring.



PUBLISHER: ATARI DEVELOPER: BRAIN IN A JAR PRICE: \$99.95 PLAYERS: 1-2 OUT: NOW WEBSITE:
WWW.CODEMASTERS.
COM/INDYCARSERIES
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO PERIPHERALS: STEERING WHEEL

BACK STORY

Riding on the popularity of the famous Indy 500 race, the IRL IndyCar Series was established in 1994. Since its conception, IndyCar has become the world's richest motorsport with over US\$21million in prize money up for grabs each season.
The current IndyCar champ is one Sam Hornish Jr. who - an as yet unrivalled feat. Sam drives for the Pennzoil Panther Racing team.



CRUNCH CORNER The harder the difficulty level the more you'll mess up your car

CHAMP SNOOKER/WWE CRUSH HOUR







WORLD CHAMPIONSHIP SNOOKER 2003

Totally addicted to baize



Taken purely on its own merits, it's hard to fault the latest iteration of Codemasters' World Championship Snooker series for its sharp recreation of the sport of waistcoats.

Positively groaning with options, stats and variations on the game, you can dip into a single frame, embark on a career or just hang out with Mark Williams in the games room playing pool, brushing up on your shots.

At this stage in its career, developer Blade has got the whole 'ball physics' thing down to a fine art, so you're free to trust your eye, safe in the knowledge that if you fluff a shot, it won't have been the game's maths at fault.

With John Virgo and Dennis Taylor on (largely annoyance free) commentary duties, the career mode can be as thorough or as abbreviated as you like. Play every frame and watch your opponents' shots in real time (along with all the other games in an event) or focus entirely on your shots. Either way, reaching the Crucible is no easy task and thoroughly enjoyable.

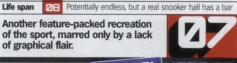
In fact, it's only when you take a glance back at WCS 2002 that 2003 loses any shine at all. Given the limited graphical demands of recreating two players, a table and 22 balls, it's hard to see how this year's game moves on significantly from its predecessor. So whereas WCS 2003 nails the experience of potting balls superbly, it still suffers from a lack of atmosphere. How about some beer

stains and fag smoke next time? Paul Fitzpatrick

WORLD CHAMPIONSHIP SNOOKER 2003

Graphics	07	Sharp, but, given the subject, should be better
Sound	09	Good commentary, satisfying 'thunks' and applause
Gameplay	28	As engrossing as you allow it to be

Another feature-packed recreation of the sport, marred only by a lack of graphical flair.







PUBLISHER: ATARI DEVELOPER: BLADE
INTERACTIVE STUDIOS
PRICE: \$99.95
PLAYERS: 1-16
OUT: NOW
WEDSTITE. WEBSITE:
WWW.CODEMASTERS.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO



ORDERLY CUE Cue control is very flexible











BELTER! In one match the championship belt is part of a capture the flag game

PUBLISHER: THQ DEVELOPER: PACIFIC COAST POWER AND LIGHT 60HZ MODE: **NO**WIDESCREEN: **NO**SURROUND SOUND: **NO**



WWE CRUSH HOUR

It's official. The Rock's cooking eggs on his engine block

And we thought the regular WWE was daft as a sack of wombats. Crush Hour pulls off the bizarre honour of making mulleted men getting sweaty together in gaudy unitards seem normal. And it does this by putting them in souped-up, weapon festooned death wagons and letting them loose in gigantic arenas. God help us all.

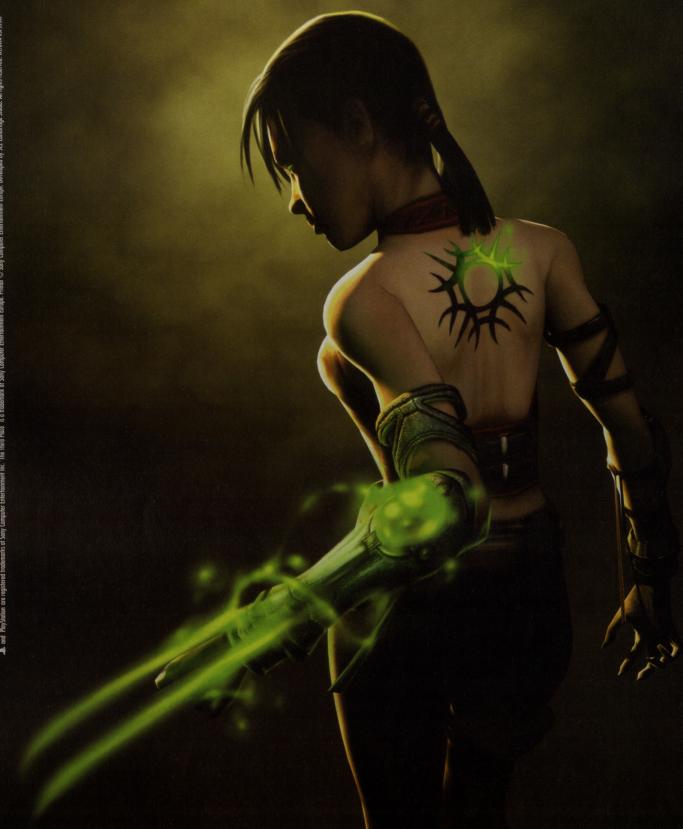
This is Twisted Metal: Black for SmackDown! fans. Choose Chris Jericho in his muscle car, Bubba Ray in his pickup, The Rock in his, erm, sports car or any one of a potential 32 superstars and get busy in 13 arenas themed around WWE events. Hell in the cell, cage match. SmackDown! Petrolhead versions of these and other WWE spectacles are on offer in both exhibition and career modes. And each mode is scattered with powerups, weapons and modifiers perfect for frying and shunting your opponents into oblivion.

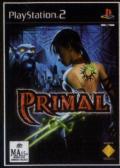
As you'd expect, it's ludicrous and about as subtle as an exploding greenhouse, but for a while, at least, it's

quite fun. The best arenas are themed sprawls dotted with dead-ends and hidden tunnels, and it's good to see that the AI opponents have been programmed to be vindictive buggers. Sadly, though, unless you're a die-hard fan of the WWE grapplers (who supply their voices here) there's nothing really to recommend Crush Hour's spin on car-based deathmatch action over Twisted Metal: Black except the budget price.

Paul Fitzpatrick







www.primalgame.com

DISCOVER YOUR PRIMAL SIDE

With four demon forms to experience and four demon realms to explore, Primal is the perfect way to discover your dark side. In the guise of streetwise rock-chick Jen, Primal takes you on a demon-slaying adventure to restore the balance between order and chaos in a gaming experience that's totally out of this world.

REVIEW

FI CAREER CHALLENGE/CEL DAMAGE OVERDRIVE







THE PITS? Hardly. F1. Career Challenge combines crowd pleasing features and accessibility with sim-like handling...





CARD, SHARP True to form, there are lots of extras



ON REFLECTION Visually the game's a pleasure

F1 CAREER CHALLENGE

Bored in your current job? A rewarding career in F1 awaits you

Art's been busy imitating life in Formula One it seems. In the real world of F1 a raft of changes has swept in to re-inject excitement and unpredictability into the increasingly

bland sport. Meanwhile, in the EA Sports pits the publisher has cottoned on to the idea that, so far as mind-crushing tedium is concerned, F1 games of late have been reproducing the sport a little too faithfully.

Hence F1 Career Challenge. Quick race option aside, the game exists for its accessible career mode. In this you create your own F1 rookie driver. Snag yourself a Super Licence and you begin the 1999 season as a driver for one of the lower profile manufacturers. You've then got until the end of the 2002 season to move up the grid and take on Schu and the big boys. Feedback and new job offers come via a neat PDA device similar to the one in V-Rally 3, while each Grand Prix weekend is divided into four distinct stages. Practice and Qualifying sessions speak for themselves and Test

Scenarios enables you to refine your car's performance.

The races themselves, are tense but enjoyable. Instead of softening the handling or adding goofy powerups, EA has smartly reduced the number of laps to a ceiling of eight, and streamlined the car set-up options. The end result is an F1 title that looks and handles like a proper sim, but feels much more like an accessible racing game than most.

Paul Fitzpatrick

priority of excitement and thrills over worthy but dull simulation







PUBLISHER: RED ANT
DEVELOPER: PSEUDO
INTERACTIVE
PRICE: \$29.99
PLAYERS: 1-4
OUT: NOW
WEBSITE:
WWW.JUSTPLAYIT.COM
60HZ MODE: NO
WIDESCREEN: NO
SURROUND SOUND: NO
PERIPHERALS: MULTITAP









CEL DAMAGE OVERDRIVE

Budget game in not-too-shabby shocker. That can't be right...



Based on a fictional TV show, the first thing you'll realise about this cel-shaded destruction derby is that roads and rules don't count for much – did someone say

Wacky Races? The crash-bang-wallop-style action is split into three game modes – race, deathmatch and capture the flag – and each one of these is playable across the game's 12 tracks. However, individual arenas tend to be designed with one of the three game modes in mind, so your choices are more limited than they might seem at first. There's plenty of scope for multiplayer larks, though.

At just \$30, Cel Damage Overdrive is the kind of game that sells on the strength of the sleeve art alone. So it's a good thing it mirrors the look of the actual game. Admittedly, this kind of cartoony aesthetic has been done to death, but CDO still looks lovely. The tracks are set in clichéd Looney Tunes-style environments, but the scenery bobs up and down jauntily and there are enough nifty graphical effects to liven up proceedings.

Up to 36 weapons can be unlocked, but some are

more effective than others. Super laserbeams, mini-guns and, erm, a bat. Which one will you choose? Or rather, which one will you unavoidably crash into? You see, skill often hands the wheel over to lady luck when the action gets chaotic (which is often). As such, multiplayer games are unlikely to spark any truly hate-filled rivalries. Shame.

CDO certainly feels shallow, but for a cheapie it makes for a decent and cheerful post-pub muckabout that's better than most other budget titles.

Andrew Fletcher

CEL DAMAGE OVERDRIVE

	Cartoonish thunks and quips. Does the trick
28	No real depth but mates make this game fun
28	It won't last long, but at this price you can't complain
i	Service Co.

This is no groundbreaker, but makes for some highly entertaining multiplayer deathmatch action





MR. GOLF / ARMOURED CORE 3



MR. GOLF

Is Mr. Golf going to give sports fans a wood, or is it just another ballsup?



PUBLISHER: THQ DEVELOPER: DIGICUBE INTERACTIVE STUDIOS PRICE: \$69.95 PLAYERS: 1-4 OUT: NOW WEBSITE: WWW.MIDASINTERACTIVE.C VI HZ MODE: NO DESCREEN: NO IRROUND SOUND: NO

Mr. Golf is a very Japanese game. As you navigate your way through the menus, golfing geisha girls bow and escort you through to the tees, where your anime-styled character meets a similarly cartoony opponent to go head to head on the links with. While the characters aren't particularly detailed, the courses themselves hold up admirably, with a long draw distance giving a reasonably authentic country club feel. Forgettable muzac accompanies the strokeplay, with comments and recommendations by your caddy rounding out the auditory splendor. The caddies vary from grandmas to gangsta wannabes, and all grate on your nerves after a couple of holes.

Probably the most interesting feature of Mr. Golf is the analogue swing system. Being released in Japan last year, this was a unique concept back then, but in the meantime, many other games have pinched the idea, negating its relevance. Also barely worth mentioning is the ability to change your stance to fade and draw the ball, but the limited application of the technique makes it fairly pointless too. A slight RPG element is added in the form of characters with stats that improve after a few rounds. Again, the limited depth that this adds is hardly a saving grace.

The worst downfall for Mr. Golf comes with its complete lack of options. With just two modes of play, and a mere four indistinct, poorly designed courses initially available, there's not a whole lot of variety to be had here. In the end, you're left with a mediocre game that gives you no motivation to come back and endure what limited replay value exists. It's games like this that remind you why the already established golf franchises are so successful.

Nick O'Shea

MR. GOLF

Why we'd buy it:

Why we'd leave it:

- other golf titles
- nificant gameplay flaws Low replay value
- Analogue swing system provides an organic feel to strokeplay
- Two words: Tiger Woods

Graphics	Competent, but not exemplary
Sound	Average effects, dinky tunes & occasionally irritating voiceovers
Gameplay	Stock standard fare
Life span	Pulls up short in the options department

The bare bones of a game without all of the usual extras, like flash graphics, tonnes of unlockables and rewarding gameplay.













ARMOURED CORE 3

Hard to the core, or just meching the grade?



PUBLISHER: **THQ**DEVELOPER: **FROM SOFTWARE**

PRICE: \$99.95

In the far flung, post-apocalyptic, high tech future, the entire world is governed by a single entity - The Controller. At the very least, it's comforting to see that not much

has changed for videogame fans. Under the unblinking eye of the Controller, large corporations battle for control of resources and profitability through the flagrant usage of mercenaries.

Armoured Core 3 puts you back in the pilot's seat of a gigantic robot, doing the dirty work for the multinationals. To avoid being linear, there are generally several missions to choose from, and if you need a break from all the corporate carnage, you can partake in recreational slaughter in the national pastime - arena combat against other mechs. Once you've saved up some blood money, you can spend it on upgrading your mech, from power plants to plasma cannons

The visuals are nice and crisp, but for the most part, they're also drab and dreary. On the aural front, AC3 is technically amazing - offering Dolby Pro Logic II - but the effects and music aren't particularly special.

The controls are similarly disappointing, and

disturbingly unintuitive. Sadly, the multiplayer falls flat on its face as well. The link-up and network play options have been removed for the local release and the splitscreen play is laughable. AC3 does have enough bullets in its clip to please hardcore mech enthusiasts, but for the other ninety nine per cent of us, there are better things you can blow a hundred bucks on.

Nick O'Shea

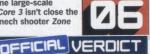
ARMOURED CORE 3

Why we'd buy it: omisability factor adds

- Good mech games are thin on
- Awesome intro FMV
- the ground
- Why we'd leave it: - Monotonous missions - Miserable multiplayer

Graphics	Crisp and clean, but generally bland	Ø 6
Sound	Run-of-the-mill effects in Dolby Surround	Ø7
Gameplay	Disappointing controls and uninspired combat	Ø5
Life span	Custom configurations add a degree of depth	Ø6

Although it provides some large-scale destruction, Armoured Core 3 isn't close the calibre of the superior mech shooter Zone of Enders.





ROCK 'N' ROLL These mechs have more than enough rockets



CONTRIBUTORS: NARAYAN PATISON, NICK O'SHEA, JAMES ELLIS OVO CONTRIBUTORS: NARAYAN PATISON, NI

Recommended viewing for your PlayStation 2 cinema system.









The Animatrix

Directors Andy Jones, Mahiro Maeda, Shinichiro Watanabe, Yoshiaki Kawajiri, Takeshi Koike, Koji Morimoto/Starring A lot of drawings/Distributor Roadshow/Out Now/Price \$39.95

FILM: The Wachowski brothers know their anime - where do you think The Matrix got its hyper stylised techno-fetishism from? With these nine mini-movies conceived by Larry and Andy and directed by some of the finest animators alive, the Matrix universe has in turn become inspiration for the artform that inspired it. The majority of the chapters are unified by the Wachowski bros' writing but visually they couldn't be more different. The Final Flight of the Osiris is a photo realistic marvel made by the people behind Final Fantasy: The Spirits Within, while A Kid's Story has a fraying, pencil-lined look that somehow manages to feel more real

than life itself – pretty fitting for a glimpse of the world that's been pulled over our eyes. Most powerful of all, however, is the two-part *The Second Renaissance*. Its depiction of precisely how human civilisation crumbled before the machines is the stuff of nightmares. **8/10**

EXTRAS: Finished soaking up the main feature's finest moments frame by frame? Then enjoy the detailed making of featurettes, commentaries, and a documentary linking the films to animé culture. **7/10**

VERDICT: Watching the creativity on show here, it's amazing Disney stays in business. Top-quality animation and thrilling new perspectives on the marvel that is *The Matrix*.

PF









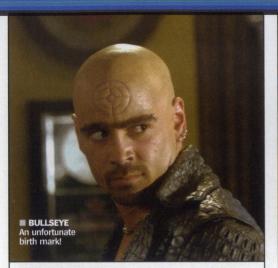
 $\hspace{-0.1cm}\blacksquare$ THEY KNOW KUNG FU And some pretty nifty sword fighting as well – if this clip is anything to go by.



EXTRA! EXTRA!

The animated antics in the bonus footage section feature a familiar face

In The Making of the Final Flight Of The Osiris, director Andy Jones shows off the test animation his team created to woo the producers of The Animatrix. It's an action-packed fight scene between a human and a sentinel and stars none other than Dr Aki Ross from Final Fantasy: The Spirits Within [remember that one?] with a crewcut and black leather catsuit. Grmmwi...



Daredevil

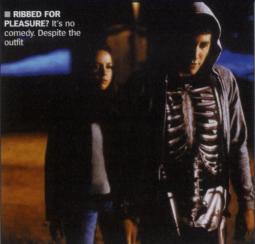
Director Mark Steven Johnson/Starring Ben Affleck, Jennifer Garner, Colin Farre Jon Favreau/Distributor Fox/Out Now/Price \$44.95



FILM: Daredevil: the man without fear. Apparently some of it rubbed off on Ben Affleck if he thought dancing about in red leather was a good look Providing you can ignore the square plug in a round hole that is Ben Affleck as a super hero, Daredevil boasts slick visual effects, some above

average witty banter and plenty of great fight scenes – well, the ones without Ben are anyway. Thankfully, Colin Farrell picks up the slack with his role as the uber-cool 'I could kill you with this paper clip' villain, Bullseye. **7/10 EXTRAS:** Music videos, behind the scenes featurettes, and more bits and bobs than you can shake a cane at. 9/10

VERDICT: Daredevil may not be the smartest super hero flick on the block but it's entertaining stuff. \square **NP**



Donnie Darko

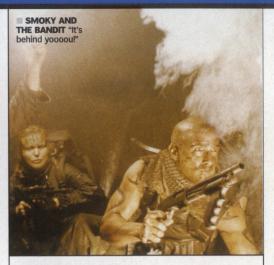
Richard Kelly/Starring Jake Gyllenhaal, Patrick Swayze, James istributor AV Channel/Out Now/Price \$28.95



FILM: A beard-teasing subversion of the teen angst genre splicing sci-fi, hot-chicks, wormholes, a presidential election, the end of the world and a bass-throated manbunny. The closed off mind would be better off over at *Dawson's Creek* because this perplexi-yarn mists the rational, obscures the expected and bounds between the

mundane and the monstrous at will. Others will relish the stupido reasoning, the mashed-up science and Patrick Swayze's career-jump-starting turn as an excruciatingly right-on lifestyle guru. It's enough to make you forget Roadhouse. 8/10 EXTRAS: Brilliant. Director and stars' commentaries, 20 deleted

and extended scenes and all sorts of other smart stuff. 8/10 VERDICT: Utterly the bomb. ☐ SP



Reign of Fire

ctor Rob Bowman/Starring Christian Bale, Matthew McConaughey, ella Scorupco/Distributor Buena Vista/Out Now/Price \$29.95

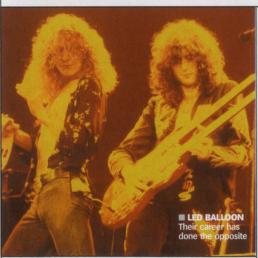


FILM: Dragons. Not, it turns out, the big lizardy balls of kindness suggested in Pete's Dragon. They don't even sing. Apparently they're badtempered scaly bastards who'd just as soon burn you as look at you. Somehow (we can't be bothered to explain why) they've turned England into a smoky wasteland in the near future. It's up

to beardy, baldy McConaughey and lovely Scorupco to sort them out. The winged lizards are visually stunning but it's an action-heavy, dragon-lite flick that's more about shouting cheesy lines and running about in flames. 5/10

EXTRAS: Much behind the scenes stuff, including a meaty Making Of... and a trailer for the PS2 game. Wo-hoo. **6/10 VERDICT:** Great effects but hardly a scorcher.

MW



Led Zeppelin

Director Dick Carruthers/Starring John Bonham, John Paul Jones, Jimmy Page Robert Plant/Distributor Warner Vision/Out Now/Price \$59.95

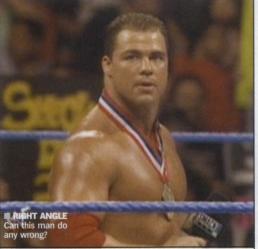


FILM: Come and pay tribute to the gods of rock! Look on, dazed and confused as Robert Plant wails his lyrics like a sultry siren. Feel a whole lotta love as Jimmy Page makes previously inanimate wood and steel sing. Led Zeppelin's latest offering follows their live tours through

Europe and the US in the '70s, offering entirely unseen footage. A selection of their greatest rock epics have been compiled, from the pounding Black Dog to the quintessential Rock and Roll, and are served up on this DVD. It's as if you've ascended a stairway to Heaven. **9/10**

EXTRAS: Great clips and live concerts, mixed with some dry, uninspired interviews. 7/10

VERDICT: No rock fan's collection is complete without it. \(\subseteq \textbf{NO} \)



Wrestlemania XIX

Director N/A/Starring Kurt Angle, Brock Lesnar, Stone Cold Steve Austin/Distributor Shock/Out Now/Price \$29.95



FILM: Wrestlemania. Some call it 'the showcase of the immortals'. There's no denying that it's a spectacle to rival the World Series or the Superbowl. Wrestlemania XIX is no exception, and some 65,000 wrestling fans packed Seattle's Safeco Field to bear witness to the best that the sports-entertainment industry has to offer. The

card is the best seen from WWE in recent memory, with hard-fought encounters including greats like Hulk Hogan, The Rock, Stone Cold and the Undertaker. 9/10

EXTRAS: While there's plenty of content, most of the quality material seems to have been rehashed from previous Wrestlemania DVDs. 6/10

VERDICT: Plenty for the fans but nothing spectacular.

NO



Machine Gun Fellatio

Director Arianna Bosi/Starring Chit Chat von Loopin Stab, Pinky Beecroft, KK Juggy, Love Shark/Distributor Shock/Out Now/Price \$39.95



FILM: How a motley band of unedifying cabaret styled thirty-somethings managed to find themselves as the current archetypal figures of postmodern oz-rock has got to be a good story. Bosi's documentary is packed with scenes of the band's arousing personas as they reminisce

through a series of anecdotes detailing the difficulties faced on their rise to success. The DVD also features the 2002 Metro gig for music fans who want to see MGF pull off their Mardi Gras inspired stage spectacle in its entirety. **8/10 EXTRAS:** The DVD also features video clips and extras, including footage from their performance at the recent Big Day Out. 8/10 VERDICT: This might not be their most controversial work, but it will easily satisfy the group's growing fan base. □ JE

This month we talk about gaming annoyances, Getaway cheats and Enter The Matrix.

THE LETTERS ARE FLOODING SO KEEP THEM COMING! IF YOU HAVE SOMETHING TO ASK OR SAY, WRITE TO US AT: OPS2@DERWENTHOWARD.COM.AU OR SEND SNAIL MAIL TO OPS2, DERWENT HOWARD PTY, LTD, PO BOX 1037, BONDI JUNCTION, NSW 1355. THE WINNER OF THE STAR LETTER EACH ISSUE GETS A GAME – A GOOD GAME – OF OUR CHOOSING. JUST REMEMBER: WE WANT INTELLIGENT, INFORMED LETTERS THAT DON'T ALL TALK ABOUT THE SAME THING. NO FLAMING, NO 'MY CONSOLE'S BETTER THAN YOURS' STUFF, NO 'WHEN IS GAME XXX OUT?' ETC. AND FOR MERCY'S SAKE, USE THE SPELLCHECKER IF YOU SEND YOUR LETTER BY EMAIL - THEN WE MIGHT, TOO. WE RESERVE THE RIGHT TO TRUNCATE. HACK AND SLASH YOUR LETTER SEEMINGLY AT RANDOM



REALITY BITES

Why do game developers try to spoil our gaming experience? I thought the whole point of games was to put you in a different world and get you away from the stresses of everyday life. Max

Payne and Metal Gear are both an example of this. Both are great games but the developers try to make them something they're not

In Max Payne for example, the beginning of part three sees you reading a letter when, suddenly, a weird voice says, "You're in a computer game, Max," which, in my opinion, almost ruined a pretty simple shooter. Konami tried to make Metal Gear Solid 2 more like a movie than a game, which is

excellent until you see characters who look like rejects from Stan Lee's cobweb-filled bedroom. And did we really need the twist at the end? Sure, it's the next generation of gaming, but why can't developers just make a game with an absorbing storyline without going completely over the top?

William Innes, via email

Stop thinking about it William. Games are about enjoyment, nothing else. It isn't rocket science - it's barely science at all. Everyone likes slightly different kinds of games and some of them are done well and some are done badly. What you need to do is stop worrying so much and read OPS2 every month to find out which ones are the sort of games you like. It's simple, really.

that both rear wheels are on the pavement. Wait until the "I've lost the car" music starts (you know what I mean!), count to ten, then sink the boot and drive at full speed

towards the Jag. If you've timed it properly the screen should fade just before you hit the car. Try it. It does work. Once in free roaming mode you have about 15 mins to drive round London, although the cops have a lot of it blocked off. You can steal other cars, but must return to the car before the music stops. If you write off the car the demo

position reverse your car up the kerb so

Gareth, via email

ends. Hope this is useful.

We wasted an afternoon trying to make this work, which was okay because we'd forgotten how freakin' annoying, and yet addictive The Getaway is. But it still didn't work and while we don't think Gareth is lying, exactly, we would like to know if anyone else has managed to get this 'cheat' to work.

DOWN THE RABBIT HOLE

I bought Enter The Matrix and I thought "Whoa!" at first, but then, after finishing it straight away its appeal was soon gone. Now I'm really disappointed. I know many gamers would feel the same at its short length, simpleness and choice of characters. Niobe and Ghost are good in their own right, but who wouldn't want to fight as Neo, Trinity and Morpheus? Imagine fighting hundreds of Hugo Weavings all at one time. However, I was impressed with the Hacking system. It's probably the best way to unlock stuff and hear messages from the cast. And the other good thing in it was the trailer for Matrix: Revolutions at the end. So now I'm going to return the game and wait until Tomb Raider: Angel of Darkness comes out this month, or next month, the next, or the next....

Brent Morrow, via email

We doubt you're the Lone Ranger with this complaint. Enter The Matrix, although initially providing plenty of bullet-dodging fun, soon gets pretty dull. That's why we only gave it 7/10 in OPS2#16. Hope you enjoy Lara.

WAR OF WORDS

the warehousel, DONT drive

into this street. Instead,

point your car in the

direction of the red car

Iso if you drive in a

it). Once in this

straight line you'll hit

I would like to know whether gaming will change in the future due to the war with Iraq. The Nazis seem to be everyone's ultimate enemy. Why? Is it to do with our victory over them in WW2?

If so, will Iragis become the ultimate enemies now that we have defeated them, or will it not affect the gaming world in the slightest? Will we be trying to stop Osama bin Laden from destroying the Twin Towers,

while stopping Saddam Hussein from launching nuclear missiles on Downing Street? Or shall we still be blasting Nazis in the head at D-Day, and sniping off Hitler while he's performing a speech? In my opinion we should neither create games against Nazis, Iraqis or any particular type of person. But then where would be the reality in war games?

Michael Collar, via email

So many questions, Michael, and we're not quite sure what your point is, although you have tagged some half-arsed liberal nonsense on the end about not wanting to shoot anyone in games. You don't have to - just don't play the games.

SO WHAT'S YOUR GAME?

I'm writing to complain about OPS2#14. In the issue before, you said that you'd be reviewing the new Tomb Raider game. So, when OPS2#15 came out I excitedly rushed to the shops to buy it, but instead of Lara, I see Silent Hill 3 on the cover.

You must think we're stupid. Don't deny it, you were hoping we'd forgotten all about last month's promises weren't you? I can prove it, seeing as you didn't say sorry for not reviewing Tomb Raider. Instead of the game we've all been waiting for, we get an overrated survival horror game about some girl with greasy blonde hair. You cowards better print this letter because you owe it to yourselves and your fans to set the record straight. If you don't, me and my friends will know why, and know that OPS2 are nothing but snivelling cowards!

Anthony Bozzola, via email

Sorry, Anthony, but that's the topsy-turvy world of videogames, where people fail to finish their games for us to review. Pop over to page 56 and you can read the world exclusive review of Tomb Raider. We're sorry it took so long but it is the first review. And don't call us cowards. We don't like that.

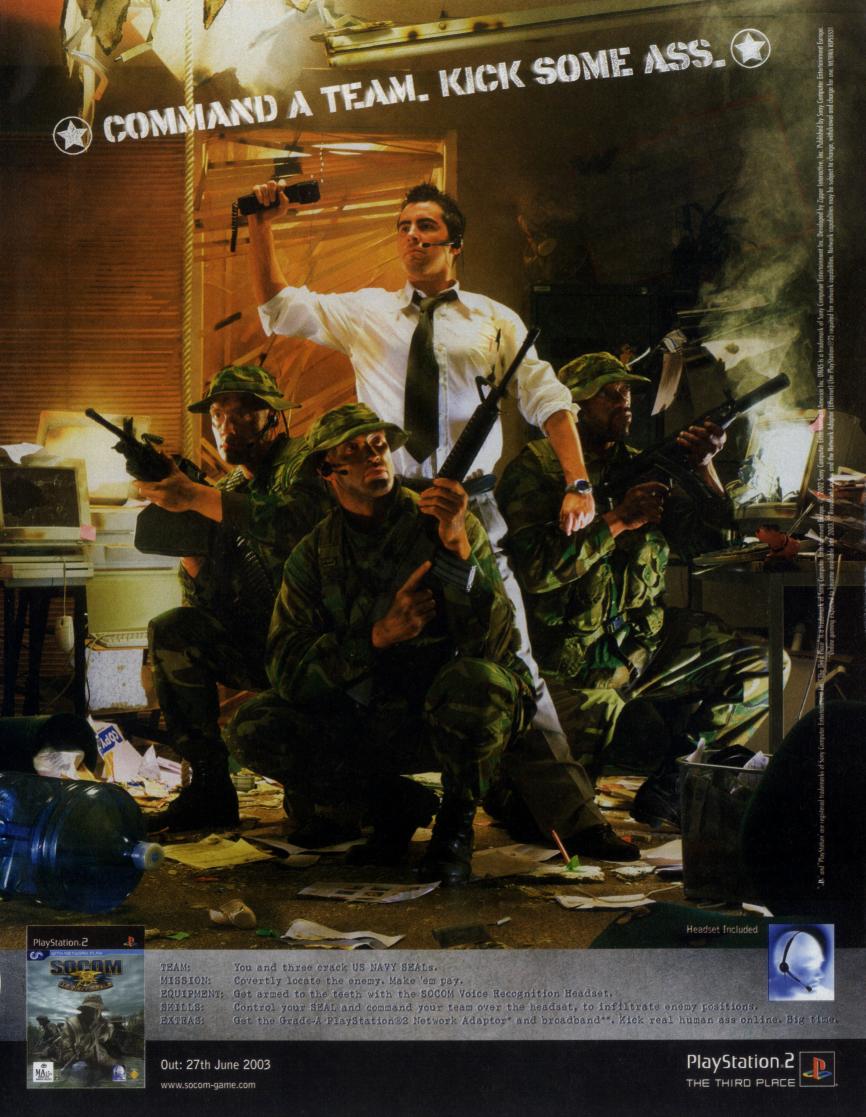
ADULT ENTERTAINMENT

I know this sounds unusual but I need games for adults, not 'mature' but adult. I've played a lot of games rated 'Mature' and I ain't satisfied. Games like Silent Hill, Resident Evil, Halo, DOA Volleyball, and a lot more, just ain't enough for me. So can you please give me the names of some games on any of the consoles that are mainly for adults. I'd really appreciate it if you could give me some names.

Hamidu Bello, via email

So, you want to cut people up and pull out their entrails to floss with? Mess about with dead bodies? How far do you want to go? You sicko. Or do you just want porn? If so. go rent some and quit bugging us.





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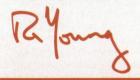
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Tips, tricks, cheats and challenges courtesy of Official Tips Mag!

Sam Fisher getting you down? Yep, we thought as much, so we've got the second instalment of the sneaky Splinter Cell. We also take you through the dripping depths of Silent Hill 3. You'll also find some handy cheats to help you through Rygar, Midnight Club II, NBA 2K3, Enter the Matrix and WWE Crush Hour. OPS2 – the perfect gaming partner? We like to think so!



IN HARDCORE THIS MONTH

080SPLINTER CELLWALKTHROUGH PART	2
087SILENT HILL 3GUID	Ε
090ENTER THE MATRIXCHEAT	
090RYGARCHEAT	S
090 MIDNIGHT CLUB IICHEAT	
090 METAL GEAR SOLID 2: SUBSTANCE CHEAT	S
090NBA 2K3CHEAT	
090 CHEAT	S
090RAGING BLADESCHEAT	S
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CIA HEADQUARTERS RETRIEVE THE SC-20K FROM THE STORAGE ROOM BEHIND THE BATTERY GENERATOR BACKUP

Follow the corridor to two doors opposite each other. Wait for a civilian to walk out of the right one and into the left room. Nip into the right room and use the computer, then use the Optic Cable before leaving. Wait for the security guard to walk from right to left. Exit the room and go right, then wait at the corner while the civilian talks to the guard in the security post. When he walks away, crouch and sneak under the window. Wait until the civilian walks into the cupboard, then move along the wall and check the security guard in the next room is facing away. When it's clear, move past the open door and stop in the shadows on the other side, next to the cupboard. When the civilian enters the cupboard, sneak in behind him, grab him and knock him out. Turn out the light before leaving. Now wait for the guard in the next room to face away, sneak up on him, grab him and knock him out. Retrieve a Data Stick from his satchel. Type the code into the keypad and enter the room.

There's a guard around the corner, walking from room to room. Wait for him to leave the room and follow behind him. When he walks towards the computer, sneak up, grab him and knock him out. Pick up a Medical Kit, then use the computer. Enter the keypad code and enter the next room quietly. Two civilians are checking stock. Creep down the stairs and wait near the end of the first shelving unit. Wait until both men are standing in the corner to your left, then stealthily run towards them and quickly deliver blows to knock them both out. Collect a Data Stick from the satchel one of them drops. Exit the room, walk down the hallway and up the stairs. In the room at the top, collect the SC-20K and some ammo from one of the shelves. Shoot out the security camera above the door, then exit.

ACCESS THE CIA CENTRAL SERVER TO IDENTIFY AND LOCATE THE INFORMATION LEAK

Follow the hallway, staying in the shadows. Wait for the guard to walk away, then continue along the corridor until you reach an office on your right. A security guard is walking around the room. Wait in the shadows to the right of the front of the office, wait for the guard to stand stationary nearby, then creep around him, sneak up behind, grab him and knock him out. Find the civilian in the office and knock him out. Collect the Data Stick from his satchel. Go through the automatic doors with blue beams behind, opposite the office. Go to the door on the right and enter the code. Enter the room and watch the civilian below from the balcony. When he exits the room, move down the stairs and hide to the left of the door. When the civilian returns, follow behind him and knock him out. Go through the two sets of doors and in the next room walk right. There's a security camera on the far wall. Walk right around the central pillar and shoot it when it turns away. Access the computer in the room.

TAP DOUGHERTY'S COMPUTER TO TRACE THE INTELLIGENCE LEAK TO THE GEORGIANS

Double-back to the blue chamber and turn left into the corridor, Hide in a patch of darkness and wait for the

patrolling guard to enter the toilet. Follow the corridor and stop just before the guard station on your left. While staving hidden from the window, jump on the spot to make a noise. The guard inside will leave the room to investigate. Jump into the room through the window and exit the same way he did. Turn right, go through the next door and go left. Hide in the dark corner. Wait for the security guard to return to his post. There are two armed security cameras in this room. Walk back towards the door you came through and follow the wall around this way, staying in the shadows. When you reach the potted plant, wait for a security guard to enter the room and start his patrol. When the camera above the corridor the guard came through is facing away, rush along the wall and along the corridor. Follow it to an open door on the left and descend the stairs. Stop before entering the room at the bottom - there's a camera in front of you. Wait until it pans away, then walk forwards and shoot out the light. Turn on your night vision and walk to the keypad. Enter the code, wait until the camera is facing away, then open the door and quietly enter the room.

Stand just in front of the door and wait for it to close, then move backwards into the corner When the security guard walks away, rush him and knock him out before he can set off an alarm. Enter the next room, pick up some Flares from the table and access the computer. Collect another Flare by the turret, then use the Lock Pick to open the door behind the turret. Call the lift and choose to go up. Walk along the corridor and quietly enter the room at the end. Stay in the shadows while the two civilians talk and wait for one of them to walk away. Now, slowly walk along the left side of the room and stop at the corner. Wait for the civilian around the corner to turn away, then walk towards him and duck underneath a table on your right before he turns around. Wait until he's facing away again, then move through the doorway. Follow the corridor to the dark room at the end, then check through the window of the lit office that Dougherty isn't inside. If he is, wait for him to leave, then enter and use the computer.

KIDNAP MITCHELL DOUGHERTY

Exit the office and walk down the lit corridor until you see a guard sat on a chair. Sneak through the double doors with an illuminated red sign above them. Quietly enter this room. Move along the left wall, towards the man speaking. When you reach an aisle that goes right, walk up it, crouch and pass under the projector beam and wait on the other side. The man speaking will receive a phone call and tells the other men in the room to take a short break. When they move to the back of the room, quietly move to the exit door, staying out of the light. Use the Lock Pick to unlock the door, exit and walk forwards. Wait at the corner, listen to a conversation between Dougherty and one of the guards and wait for them to walk off. Turn around the corner. There's a guard on the other side of the window. Crouch and press up against the wall under the window, then pass it.

Pick the lock of the last door on the right, access the computer in the room, then leave and enter the code in the keypad at the end of the corridor. Walk right and enter the door of the smoking room.

Dougherty is stood with his back to you – grab him, drag him backwards out of the door and knock him out. Leave him

you – grab him, drag him backwards out of the door and knock him out. Leave him here for now and exit outside through the sliding glass door. Hide in the shadows between the tables and knock out the patrolling guard. Return and pick up Dougherty. Carry him outside and along the metal walkway. Put him down, then enter the building. Walk quietly down the stairs, crouch in the shadows at the bottom and shoot out the security camera in the far left corner.

Check around the corner of the next room before entering. A security guard walks back and forth. Hide behind the containers, wait for him to pause and shoot him with an Airfoil. Make your way to the next door and go outside. Sneak down the steps to a lift. Wait for the guard patrolling below to move away, the go down in the lift. Move into the bushes and move along them to get to the guard without being seen. When he pauses, creep up and knock him out. Enter the underground car park, sticking to the right wall. When you see Wilkes and Baxter by their van talking to the security guard, stealthily sneak up behind the guard, grab him and knock him out. Return to get Dougherty's body and carry him all the way to the yan.



KALINATEK
INFILTRATE KALINATEK
At the start of the level run

past the parked van to a silver car and hide behind it and the wall. Two guards will enter the car park. Wait until one walks off to the other side of the car park, then sneak up on the remaining guard, grab him, pull him back behind the car and knock him out. Run along the wall and take the first door. Ascend the stairs, enter the door at the top and quickly move forwards and take cover behind the wall. The three guards in the car park will notice you no matter what you do. Draw your gun and shoot them as they come around the wall at you. Collect a Data Stick from one of the guards' satchels. Exit through the only other door in the car park and climb onto the crates. Jump out of the window and over to the load of

above you, then move to the end. From this platform, jump across to the building. Walk to the stovepipe and rappel down the side of the building. Wait for the guards in the room to exit, then when you're on the glass roof, jump to fall through. Shoot the guard stood in the corridor. Pick up a Data Stick from his satchel, then carry his body to the end of the corridor and dump it. Go through the double doors on the right and type in the code on the keypad to enter the next room. Proceed through the next door. Run across the dark room and jump into the air vent before a guard comes in and turns on the

bricks. Jump and hang onto the rail

HARDEORE



ight. Follow the vent and drop down into a room with a fish tank. Collect Ammo from the table. Move into the darkness by the seats and shoot the fish tank. When it shatters, two guards will enter the room one at a time. Kill them or knock them out and search both satchels. Exit the room and deactivate the wall mine on your right. Follow the corridor to a cupboard at the end. Deactivate the wall mine to the left of it, then go in and collect a Medical Kit. Exit the cupboard, crouch and jump down the lift shaft. Exit the lift shaft and go right. Walk to the first corner, then sneak up on the guard stood at the drinks machine, grab him and take him hostage. Wait for another guard to exit a room further along the corridor and shoot him using the other guard for cover. Knock the guard out, then continue along the corridor. When you reach another two guards, zoom in with the SC-20K and shoot out the wall mine on the pillar when they're near it. Search both their satchels. Now enter the office to your left and slowly approach the two programmers in the corner. There are two Wall Mines next to them. Deactivate them both, then talk to the programmers.

DISARM BOMB PLANTED IN THE ARCHIVES ROOM

Run out of the office, go left and take the door at the end. Go through this room, follow the corridor and go to the archives room on your right. Enter the code and go into the next room. Walk towards the door but shoot and blow up the wall mine on the door before passing through it. Walk around the desk and flames in the next room to reach the doorway and shoot the Mine directly in front of you. Turn left, then go right before the flames and right again. Run along the corridors until you reach the archives on your left. Enter this room, go to the door on the left and pick the lock. Climb over the boxes stacked between the flames and defuse the bomb that's on the wall behind.

RESTORE POWER TO THE FIRE DOOR CIRCUIT BY ACCESSING THE FUSE BOX BEHIND THE AUDITORIUM

Exit the office and take the door on your left. The auditorium is ahead to your right. Inside is a guard walking from the gallery to the doorway. Wait by the doorway for him to stop nearby, then sneak in, grab him and knock him out. Collect Ammo from his satchel. Quietly enter the auditorium, go left through the gallery and around the corner is another guard with his back to you. Sneak up on him, grab him and knock him out. Walk down the left side of the auditorium, go behind the stage and down the stairs. When you reach the bottom, two guards are ordered to search the auditorium. Sneak back up the stairs, turn left, walk past the stage and walk left again. You'll see the guards running up the stairs. Once they've gone, jump over the low wall onto the stairs and enter the basement. Turn right and shoot out a couple of the lights to make the corner ahead dark. The guard in the next room should come to investigate - hide in the dark corner, shoot him and hide his body here. Keep walking until you reach a desk - collect some supplies, then use the switch on the fuse box.

ACCESS KALINATEK'S FIRE EMERGENCY SYSTEM TO OPEN THE FIRE DOORS SURROUNDING IVAN

Return to the dark corner where the guard's body lies and

wait for the other two guards to return and pass you. Return upstairs, but wait at the top of the stairs. There's now another guard in the gallery box at the top of the auditorium. Use your sniper view to take him out with a head shot. Walk to the gallery box and collect a Data Stick from the guard's satchel, then go to the door opposite the auditorium and enter the key code. You'll be in a large reception area. Wait in the dark in front of the stairs and when the patrolling guard walks down the stairs, shoot him. Walk up the stairs and wait in the darkness opposite the next door. Fire off a shot to attract the attention of the two guards in the next room. When they open the door, shoot them. Proceed through the door and along the corridor. The first few rooms contain some supplies if you need them. Enter the infirmary and talk to the dying programmer. Draw your pistol before exiting the infirmary and shoot the guard on your left. Continue to a room with green glass walls and creep around it. Enter the room, deal with the guard, then access the computer.

FIND IVAN BEFORE THE RUSSIAN MAFIOSOS KILL HIM

Walk through the fire door, go through the next door and walk up the stairs. Quietly enter the room at the top and, as the guards are walking away, move right and hide by the kitchen. Wait for the two guards to talk – one will leave to go to the toilet, the other will move into the kitchen area. Sneak behind the one in the kitchen and exit the room. Now you've got a time limit to get to Ivan before he's killed. Enter the toilets and shoot the guard in the head while he's relieving himself. Jump into the air vent that's to the left of him and go left. Don't move right to the end or the guard below will turn and shoot you. Line up a head shot from the side of the gap and shoot the guard before he finishes his countdown. Collect the guard's satchel and talk to Ivan.

GO TO EXTRACTION

Exit the toilets and follow the corridor to the reception area. Get in the lift and go up. Exit the elevator, crouch and move quietly into the room. Carefully cross the room and take out the three guards stood talking with a Frag Grenade. Search the bodies for a satchel and collect the Data Stick, then continue to the next room. Climb up the blocks in the corner, then climb onto a platform, then jump across to the scaffolding. Climb down the ladder and pick up a Medical Kit at the bottom. Move through the doorway opposite the ladder, turn right, draw your gun and head towards the next door. Two guards will walk out - shoot them. Collect some Ammo and a Medical Kit ahead, then enter the next room. Press up against the wall and squeeze through the gap. Three guards will start shooting at you. Let them take their positions out in the yard, then try to snipe them off from the door and window. When they're all dead, exit the yard through the open door. There's a Medical Kit in the room on your right. Go through the left door, climb the steps and open the door at the top. There are three more guards to kill in this warehouse area. Cross the warehouse, go up the stairs and turn left. Drop down into the air vent. Crouch and crawl along the air vent to the end. Sneak up on the





guard stood with his back to you and knock him out. Use the Optic Cable under the door and wait for the guard to walk away. Enter the first doorway on your right, shoot out the light, collect the Medical Kit on the wall to your left and duck behind the crates. One of the guards will enter the room, then exit again. Pick up some Ammo from the crate, then shoot out the light in the room. Wait by the door you came through for the guard to walk past and shoot him. Walk through to the next room, shoot out the light and when the guard in the distance is facing away, sneak up on the guard in the doorway, grab him, drag him into the dark room and knock him out. Snipe off the remaining guard. Exit the room, the toilet to your left contains a Medical Kit, but you'll have to disarm the wall mine that's on the other side of the central pillar.

Enter the room at the end of the corridor, draw your gun as soon as you enter and shoot the guard who appears in the far doorway. Disarm the wall mine that's on the left pillar and enter the next room. There's a Medical Kit and some Ammo in the room with only a supporting wall. Walk through the next room and go up the stairs on your right. There's a guard patrolling the walkway outside. When he stops in the doorway with his back to you, sneak up on him, grab him, drag him back into the room and knock him out. There are guards on the ground below you. Wait until you can see two stood by the explosive container on the far side of the yard. Make sure you're stood as near to the doorway as you can, then use the sniper view to shoot the container and run back into the room. There will be a huge explosion. Run back down the stairs, turn right and follow the corridor to the yard. Cross the yard and keep going until you hear gunshots. Drop down to the lower level using the crates below, then run across the yard and take cover behind the crates by the forklift. Two guards will come from where you came from - shoot them. Climb up the ladders to the top of the scaffolding, then shoot the last man who is shooting at the helicopter. Jump onto the crates and jump into the helicopter.





NADEZHDA NUCLEAR PLANT

INFILTRATE THE COOLING ROD ROOM AND TRIGGER A MELTDOWN ALERT Walk forwards up some steps and shoot out

the security camera below. This will alert a guard - shoot him and hide his body. Walk down the stairs and turn left. Hide behind the containers so that you can see the window, then wait for the guard outside to walk past it going right. Slide open the window, jump through and hide behind the bit of wall that sticks out. Wait for the guard to stand with his back to you, then knock him out or shoot him. Walk around the building, snipe off the guard stood in the distance, then go through the door behind him. Quietly walk forwards - a guard is patrolling up and down the next room. Wait until he's on the other side of the room, then shoot out the light nearest to you and hide in the dark corner opposite. When he returns, wait for him to turn around, sneak up, grab him and knock him out. Walk along the corridor and pick up a Medical Kit from the lit cupboard at the end, then pick the lock on the door next to it and exit. Collect a Flare from the room opposite, then climb the red vertical pipe next to the door. Climb the next pipe, snipe turn and snipe off the two guards manning the spotlight. Follow the pipes to an air vent and follow it to the end. Jump and hang onto the top of the vent but don't pull yourself up until the patrolling guard is walking away. Run over to the two air ducts and hide in the darkness behind them. When the patrolling guard pauses by the vent you came up from, shoot him with a Sticky Shocker. Then snipe off the second guard stood around the back of the glass roof. Shoot out the camera above the door, enter this room and collect a Medical Kit from on top of the crates, then pick the lock of the beige door and go through. Drop into the air vent to the right, follow it to the end and go down. Drop down off the lift, wait for the civilians to leave, then follow the floor to an open hatch. Wait for the guard to look away, then shoot out the security camera above you. Shoot the guard, then wait and watch the two civilians in the corridor. Wait for one to exit the corridor into one of the side rooms, then sneak up on the remaining civilian when he's using the computer and knock him out. Shoot the security camera at the far end of the corridor, then drop down into the hatch. Follow a tunnel that goes right and at the end wait

MOVE YOUR BODY Hiding your kills will stop guards realising trouble's afoot

for the technician to be facing away. Walk up the set of steps to your right, then hide in the dark corner by the door. Wait for the technician to pause with his back to you, then grab him and interrogate him. Exit the room and hide in the corner of the next one. Shoot out the light bulb further along the corridor, move around the corner and shoot out the security camera. Continue slowly along the corridor ensuring the two civilians in the room to your right don't see you. Shoot out the security camera at the end of the corridor, then shoot the guard. Go left, shoot out the two lights and walk towards the door with the keypad. Shoot out the camera around the corner, then type in the code and enter. Creep down the stairs into a dark part of the room. A civilian is walking about and there are two security cameras. Wait until he's using the computer at the far end of the room and shoot out the camera nearest to him. Sneak up the stairs behind him, grab him and knock him out. Then shoot out the other security camera. Use all four computer terminals.



INVESTIGATE THE NADEZHDA COMMUNICATIONS CENTRE

Run back to the dark area and shoot out the guard who runs down the stairs. Return back up the stairs, then up some more and enter the room at the top. At the end of the corridor around the corner is a gun turret. Wait until it turns away, then run into the room in front of you. Go through the next doorway and shoot the guard outside. Go down the flight of stairs and find the technician on this floor. Grab him and interrogate him, then collect a Data Stick. Return up the stairs and climb into the air vent on the right wall. Drop down into an office at the end and collect a Medical Kit and a flare from the desks. Exit the office and creep left to the gun turret, then access its controls. Deactivate friend or foe and let it kill the two guards in the corridor. Enter the key code at the double glass doors and go in. There's a gun turret at the end of the corridor. Crouch and cross the corridor, enter the office through the broken glass pane. Enter the next office through the glass, and take the corridor on your left. Shoot out the security camera above the door, then go through the door. Use the Optic Cable under the next door and wait for the patrolling guard in the room opposite to walk away before exiting. Hide to the left of the door and you'll see there are two guards patrolling the room. Fire a Distraction Camera when they're nearby. Attract them and gas them both. Take the next door and you'll hear a technician. Creep around the right corner, grab and interrogate him before accessing the computer.

STOW AWAY ON THE WASTE TRAIN FOR EXTRACTION

Exit the room and go through the open doors. Walk up the stairs and through the door. Around the corner are two guards – wait here for the first to round the corner and shoot him, then shoot the other that comes to help. Walk to the end of the corridor and access the computer. There's a Medical Kit in the room to your right. Proceed to the door at the end and enter the key code. In the next room, drop into the hole in the floor on the platform by the light, then jump to the red vertical pole and slide to the bottom. Follow the air vent to the end and you'll come

out in a room patrolled by two guards. Wait for the nearest one to walk away, then drop silently to the ground. Move inside the second duct that's lying across the floor and follow it to the end. From here, wait for the other guard to walk away, then sneak through the door. Go through the next door and the mission will end.

CHINESE EMBASSY

RENDEZVOUS WITH AGENCY CONTACT
Talk to your new contact, Coen, then walk
down the alley next to you. Climb onto the bin
and over the fence. Walk down the alley and

duck into the alcove on your left before the guard sees you. Wait for him to walk up and down, then shoot out the light bulb above the bin to his right. Wait for him to walk down the street, then move behind the bin. When he returns to his position and the other guard patrolling the end of the street walks away, sneak up, grab and knock him out. Pick up the Data Stick from his satchel. Wait in the alley for the other guard to pause at the end of the alley and shoot him with a Sticky Shocker. At the end of the alley, turn left. Go to the house at the end of the street and climb the ladder. Silently follow the scaffolding and ladders, being careful not to alert the guards below. You'll reach the end of a plank with a wire above it. Use the Pistol to shoot the light on the other side, then jump and grab hold of the wire and cross to the other side. Drop down and collect the Medical Kit. Follow the narrow ledge to a ladder, wait for the guard below to walk away, then drop silently down. Sneak over to the pole to the right of the blue fence, climb it and get onto the ledge. Jump to the ground. There are two guards patrolling ahead. One to your left and one to your right. Creep along the wall, wait for the left one to face away and the right one to pause nearby, then shoot him with a Sticky Shocker, Retrieve a Data Stick from his satchel. Wait for the other guard to face away then cross the street to the gap in the fence. From here, shoot out the light bulb to your left that's illuminating the area around the manhole cover. Now climb down the ladder into the manhole. Follow the tunnel and turn left at the intersection. Equip a



Smoke Grenade. Move forwards until you see guards cross the path ahead, then sneak around the corner and fire the Smoke Grenade at them. You might have to use an Airfoil round if any are left standing. Pick up a satchel from one of the guards to get a Data Stick. Follow the tunnel to a lit section and climb the ladder. Climb the ladder slowly, stop at the top and make sure the guard to your left is walking away. Creep up on the guard on your right and knock him out, then creep over to the ladder by the scaffolding and climb it. Position yourself below the horizontal pipe, jump up and grab it, then move to the end. Drop down and walk along the planks to the open window on the left. Climb through it and climb the red pole. Go to the doorway and talk to the CIA informant.

COLLECT INTELLIGENCE FROM THE EMBASSY WITH THE LASER MIC

Cross the rooftop and collect a Medical Kit and Ammo. Go to the stovepipe on the steel walkway and rappel

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down the building and onto the street. Shoot out the light above the bin and wait for a guard to exit the door and investigate. When he does, creep up, grab him and knock him out. Collect a Data Stick from him. Move through the alley to the street, hide in the shadows and use the sniper scope to shoot out the light across the street, next to the scaffolding. Wait until the guard is facing away, then proceed to where you shot out the light. Climb the ladder onto the scaffolding, then jump up to the second ladder on the left wall and jump right at the top. Climb through the open window at the top and go right. Creep past the windows and follow the corridor to a lit doorway on your right. Wait until the guard outside stops and shoot him with an Airfoil. Walk out and shoot the light above you, then climb on the crates, position yourself below the wire and zip across the street. From the awning, drop silently down onto the street. When the patrolling guards are walking away, cross the street and enter the lit alley on the left. Pick up the glass bottle, then hide by the bin. Wait for a guard to climb the ladder. Throw the bottle at the opposite wall and a guard should walk from the left to investigate. Sneak up on him and knock him out. Continue to the end of the alley, climb onto the bin and jump over the wall. Walk to the end of the alley and move to the back of the van. When the patrolling guard walks past, follow and grab him, drag him behind the van and knock him out. Follow the wall around, staying in the shadows, then cross the vard and slowly walk left along the wall towards the gate. Shoot out the security camera. While the two people are talking, quickly sneak through the open gate staying to the right of the truck. From here walk right to the wall, then move over to the trailer and hide in a shadow. When the guard patrolling the other side of the trailer is walking away, slowly cross the yard and move along the side of the truck. Hide by one of the plants and fire a Diversion Camera at one of the walls near the next guard's patrol. Use the noise function to attract him, then gas him. Sticking to the right wall, continue towards the stream. Cross the stream staying to the right of the bridge, then walk left past the gazebo. Go into the stream again and out the other side. Walk forwards and vou'll see someone in an upstairs window of the embassy. Focus the Laser Mic on the window until his conversation ends

TRAIL KONG FEIRONG TO HIS CAR AND LASER MIC IT TO INTERCEPT HIS CONVERSATION

Wait for a limo to arrive in the driveway and for Kong to get in. When the limo moves forwards, focus the Laser Mic on the back doors to record the conversation.

RENDEZVOUS WITH COEN FOR TRANSPORTATION TO MOUKE TSOE BO MEATS

There's a guard patrolling the front of the embassy. Wait for him to turn away, then run towards the two windows with red curtains. Wait in the darkness for him to walk away from the building, and cross the front of the embassy, then go around the left corner just past the main doors. Follow the wall, staying in the darkness and avoiding the spotlights, until you reach a vertical pipe, then climb over the wall and speak to Coen.





MOUKE TSOE BO MEATS

ACCESS THE ANTENNA ON THE ABATTOIR ROOF AND DESTROY IT
Wait for the first guard to walk away, then

sneak up, grab him and knock him out. Snipe off another guard further away. Cross the yard and go through the door to a locker room. Exit the room using the opposite door. Sneak through the opening in the fence and stand behind the bin. Use your sniper sight to find the guard who's patrolling the ledge in front and above you. Shoot him in the head. Then shoot the guard stood next to the spotlight. Ahead to your left are white concrete blocks stacked like steps. Jump onto them, use your thermal imaging to spot the Landmine below to your right and jump down the other side. Follow the fence and stop when you reach a container. Ahead of you, to the right, is a tarpaulin covered crate in front of a door. Climb onto it, walk across, turn on your thermal imaging to spot the Landmine below, then jump off. Climb onto another crate to the right and jump down the other side. Walk to the wall and follow it right. Collect a Medical Kit, then climb onto the bin in front of you and double jump to the opening above. Follow the tunnel to the end and exit onto a roof. Stick to the concrete blocks, jump and grab hold of the ledge at the billboard, then cross the plank and grab the wire. Cross to the other side, walk left across the concrete block, scale the fence and get the antenna.

LOCATE THE CAPTURED AMERICAN SOLDIERS AND CHINESE DIGNITARIES

Run across the roof and up the steps, then stop to the left of the door. It will open and a guard will run out. Wait for him to get a safe distance away, then snipe him off. Use the Lock Pick to open this door and go down the stairs. Turn around and slowly approach and disable the Wall Mine next to the computer. Access the computer and collect supplies from the air vent above it. Return up the stairs and take the other door at the top. Creep down the stairs and through the next door. Silently jump onto the barrels on your left and jump to grab hold of the beam above you. Pull up your legs and cross to the other side of the room. Wait for the guard below to move underneath you to the sink, then drop down on top of him. Move forwards towards the toilet cubicles and fire a Diversion Camera at the wall to the left of them. Press the noise button and when the other guard gets near, gas him. Wait with your gun drawn for another guard. Shoot him, then, collect the Medical Kit. Exit the room and go left. Go around the corner to the left and quietly open the office door, sneak up on the seated guard, grab him and interrogate him. Knock him out and leave him in the shadows. Exit the office and drop through the open duct in the floor. Move silently to the end, climb the pole to the top, then jump right and walk along the ceiling. Use your thermal imaging to see the two guards below. Find the opening in the ceiling, fire a Smoke Grenade through the opening at them and move away. Get ready to shoot any survivors. Drop through the opening and collect a Frag Grenade and Medical Kit from their satchels. Stack the bodies in the corner and shoot out the lights to darken the room. Exit through the door at the end of the hallway. In the freezer, use your thermal vision to see through the

fog. Move forwards to a low wall to your right. A guard patrols on the other side. Move to the end of the wall, draw your Pistol and shoot the guard in the head when he stops. Move right slightly and you should see another guard in the distance. Use the sniper sight to line up a head shot and kill him. Enter the room and follow the left wall until you reach a large piece of machinery. Climb onto it, then drop down the other side and you'll be behind a gun turret. Deactivate it, then silently exit the room through the nearby door. Activate your thermal goggles and walk to the next doorway. There are two guards patrolling. Enter the room quietly and shoot them using Sticky Shockers. Find a wooden crate between two bits of machinery, jump onto it and onto the beam above. Pull up your legs and progress into the next room. Pass the machinery, then drop down. Turn around and jump back onto the machinery and from here, shoot the guard stood on the other side of it. With the wall on your right, walk over to the gun turret and deactivate it. Collect a Medical Kit from a table in this room, then exit the room. Walk down the hallway and wait by the corner. Shoot the patrolling guard. Proceed along until you reach a doorway on your right. Sneak up and grab the guard stood in the doorway, then knock him out. Shoot the other guard in the head. Jump down through the open grate in this room and follow the duct to the next opening. Jump out of the grate and collect a Medical Kit. Sneak down the stairs, wait in the darkness by the doorway and shoot the patrolling guard when he walks past. Walk right and use the control panel. Move through the now open chute. Move to the archway at the end. Stay to the left of the



archway, load a Sticky Shocker and target your sights into the room. When a guard walks past, shoot him with the Sticky Shocker, then exit the arch and hide his body in the stall. Collect a Data Stick from his satchel. Turn left out of the door and follow the corridor to a room on your right. Enter quietly and go into the first stall on the left the two guards at the bottom won't see you. Go to the back of the stall, climb on to the low wall and crawl along to the end. You'll be stood behind a gun turret deactivate 'identify if friend or foe' on it, go back into the passageway and shoot your gun to attract the two guards. Continue along the walkway – there's another gun turret in the last stall on the left. Wait for it to turn away, then move to the centre wall. Wait again and run out of the room and go left. When you hear guards approaching, duck into an archway on your left. Wait for them to finish talking, keep your gun sights on them in case they spot you. Once they walk off, sneak left and down the corridor. Keep going until you reach a concrete walled room on your right. Collect Ammo from the back of the room and a Medical Kit from next to the two gun turrets at the front of the room. There is no danger here - the aim now is to set traps in order to make the next bit easier. Stick all the Wall Mines you have by the entrances to the room. Go to the gun turrets, disable IFF on the left one and deactivate the other. Go through the right doorway and talk to the Chinese dignitary which signals the end of this stage.

PROTECT US SOLDIERS AND CHINESE DIGNITARIES

Run out of the room, go right, then left up the middle of the room, then right. Turn and wait with your gun drawn



ready to shoot any guards that survive the Wall Mines. Ensure that no one gets near the stall you just came from or the one adjacent, which holds the US soldiers.

KILL GRINKO

Grinko won't enter the room - he stays out in the corridor and moves from archway to archway. Stay hidden behind one of the walls. You can try throwing Frag Grenades if you have any, but he's easy to kill by setting your gun to automatic fire, then keeping your sights aimed on one of the archways. Wait for him to pop out, then gun him down and your mission will be complete.

RETURN TO THE CHINESE EMBASSY

INFILTRATE VIA THE UPPER FLOOR Walk down the alleyway. Shoot out the light bulb above the doorway, then enter. Use the Optic Cable under the door and when the chef

moves away, enter the room, move quietly to the right and switch off the lights. Quickly run left and follow the room around to a ladder in the corner. Climb it before the lights are switched back on. Climb the next ladder to the roof. Cross the planks and open the door to the next building. Shoot the guard patrolling inside. Walk straight ahead, then go right. Exit onto the balcony and climb the vertical pole. At the top, zip down the wire and you'll grab a ledge on the other side. Shimmy left and stop before the windows. You'll see someone moving. Wait for him to walk away before crossing the windows. Keep going around the corner and at the end drop down. Climb another pole, then open the trapdoor and drop down.

ACCESS FEIRONG'S COMMUNICATIONS ARCHIVES FROM THE EMBASSY'S SERVER IN THE BASEMENT

Walk around the corner and pause at the next corner. A guard is sat to your right. Fire a Diversion Camera onto the wall by the door, use the noise function and gas him. Exit through the doorway with the red curtain, then enter the hole in the wall. Press up against the wall and follow this passageway to the end. Equip the night vision and you'll see a vertical pole - slide down it. Press up against the wall to squeeze through another gap, then pause at the hole in the wall. Shoot the stationary guard in the head, then the other guard in the room. Cross the room and enter the door. Access the computer that's lit up red.



DETONATE GAS TANKS TO DESTROY THE TRUCKS CARRYING FEIRONG'S NUCLEAR WEAPONS

Exit the computer room through the other door. Take the second door on the left, creep up the stairs until you can see the stationary guard stood in the doorway ahead and the patrolling guard behind him. When the patrolling guard is close, shoot the stationary guard with a Sticky Shocker, Hopefully, the patrolling guard will come to investigate - shoot him with a Sticky Shocker as well. If he doesn't come near, shoot him anyway, but the security camera in the room might see his body. If it does, alarms will sound and two guards will enter through the door you just used at the bottom of the stairs. Position yourself in the darkness at the top of the first flight of stairs and shoot them as soon as they open the door. Now stand in the doorway and use your sniper view to shoot out the security camera on the wall to your left. Hide the bodies in the shadows. Exit the room through the other door, sneak quietly through this room and walk left to the next room. Equip your night vision and collect the Medical Kit next to the bed on your left, then sneak back to the bunk bed on the right of the room. Climb onto it and drop silently down the other side, do the same with the next bed and exit the room. Go to the grey door and slide the Optic Cable underneath it. Watch the two guards enter the room opposite, then go to the door they went through and enter the code 1436 into the keypad. There's a guard and a gun turret to your right in the next room. Open the door and inch inside, using the door for cover. Load a Diversion Camera and fire it onto the far wall. Press the noise button and when he investigates, gas him. Move backwards and let the door close. Wait for the gun turret to turn away, then follow the wall past it. Deactivate it, then turn and jump to grab hold of the shelf above the gun turret. Jump up to the walkway. Ouickly go to the gun turret controls and deactivate IFF. Ignore the guard on the walkway - the gun turret will kill him. Turn left, then jump and grab hold of the horizontal pole that runs behind the flags. Pull up your legs, move across and stop when you're hidden in complete darkness. Wait here as an officer and a guard walk across the opposite walkway and the officer uses the retinal scanner to let the guard through a door. The officer will stand stationary. Continue along the pole slowly to the walkway he's on. When you're behind him, drop down, pressing crouch before you land so that you land silently. Grab the officer and make him use the retinal scanner. then knock him out. Open the door and sneak into the room. The guard is stood inside - shoot him in the head. Jump onto the table by the window and slide it open, then drop out of it. Go to the archway ahead and shoot out the light next to it. On the other side are two guards and a dog. If the dog comes looking for you, shoot him with a Sticky Shocker. Stand in the archway and snipe off any guards you can see, then make a dash along the right wall, to the right of the bridge and into the water. Go through the gate at the end and walk quietly through this passageway and through another gate. Move out so that you can see a light, a security camera and a guard at the top of some steps. Use sniper mode to first shoot out the light, then the camera, then the guard. Hide the guard's body somewhere dark, then climb the steps and enter the building. Pick up a Medical Kit in this room, then go through the next door. Sneak down the warehouse stairs and go to the left wall. You should see a guard entering his key code in a door on the other side of the warehouse. Wait for him to go through the door then run for the door jumping through the shelving units. Because you have to use your thermal vision to pick up the heat on the keys and work out the code, you have a limited time to get there. Enter the code - 9753 - and the next room. Quietly walk across the room and pick up a Medical Kit and Ammo, then creep to the next doorway.



THE DATA TO FORT MEADE

Return to the stairs and go to the hatch in the floor nearby. Open it and climb down the ladder. Further along in the tunnel a guard is walking away – shoot him in the head. Follow the tunnel along until a guard approaches from the other end. Stay in the shadows and don't shoot him or you'll fail the mission. He'll get called to the general's office. When he goes around a corner, quietly follow him without getting too close. When he stops at a door, stay hidden and wait for him to enter his key code and exit through the door. Run to the key pad and use your thermal vision to see his number - it's 1456. Press the call button for the lift, get inside and go up. Move

HARDCORE



→ through the next corridor to another key pad – the code is 1834. Head right and go to the next door. Enter the next key code – 7921. Load an Airfoil round for the SC-20K then walk around the corner to Feirlong. After the cut-scene, wait for Feirlong to stagger out from behind his desk and shoot him with the Airfoil to stun him – don't knock him out. Run towards him, grab and interrogate him. Then both walk to the computer and choose to use it.

MEET COHEN FOR OSPREY EXTRACTION AT THE HELICOPTER PAD BY THE GARDEN

Exit the office, turn left and go through the double doors. Move slowly and crouch – if you run, you might get hit by an explosion. Move towards the flames and take the door on the right. Follow this corridor and pass between the flames by the curtains. Go around the walkway and turn right, wait for an explosion to clear the obstacles ahead and go down the stairs. Slide open the window and jump out of it. Move towards the helicopter.

THE PRESIDENTIAL PALACE

RECOVER THE ARK INTERROGATION FILE

Wait for the patrolling guard to walk away, then walk to the gap in the fence. Walk to the edge of the cliff and rappel down the cliff face to a tunnel. Activate your thermal vision and walk forwards until you reach two crossed flashing lasers beams. Run through when they flash off. Turn right at the end and you'll see two more beams. Crouch, and when the lower

until you reach two crossed flashing lasers beams. Run through when they flash off. Turn right at the end and you'll see two more beams. Crouch, and when the lower one turns off, move underneath. Follow the tunnel and before the low laser beam, jump to grab the pipe running above, pull your legs up and cross the beam. Walk underneath the next laser, then position yourself right before the next beam and run through when it flashes off. Disarm the Wall Mine on the left wall directly after the beam. Continue until the tunnel is blocked, then turn around and climb the ladder. Turn on your thermal vision and wait until the guard and dog have moved away from the entrance to the maze. Enter the maze and go left. Follow it around the corner and when you see a security camera ahead, shoot out the light next to it. Wait around here in the darkness for the guard and dog to approach. Shoot the guard in the head and get the Data Stick from his satchel and shoot the dog with a Sticky Shocker. Move slowly along the turning opposite the camera and when you see the next camera, shoot the light next to it. Move to the end of the hedge so you can see the courtyard



with the fountain. Use the Camera Jammer to jam the camera behind you for a few seconds while you enter the courtyard. There's another camera on the other side of the fountain. Creep right along the hedge staying in the shadows until you come to a seat, then wait for the camera to pan away and move to the fence. When it pans away again, move to the keypad by the gate. Enter the key code, go through the gate and walk left. Slide open the grill to the right of the door. Go upstairs, then exit into the gallery. There are laser sensors on either side - use your thermal vision to see them. Wait by the laser sensors until the two directly in front of the door are turned off, then move to the right of the double doors. Two guards will exit past you. Sneak in the open door behind them and wait in the doorway. There's another guard at the end of the corridor to your right. Inch out until you can line up his head with your sniper sight and shoot him. Approach the stairs and turn on your thermal vision to see a laser sensor at the bottom. Use the double jump to grab the wall next to the stairs, shimmy past the beams and jump down on the other side. There's another beam at the top of the stairs. Jump over the banister to avoid it. Go through the door at the top, follow the corridor around and exit through the door at the end. Move left and hide behind the banister. Wait for one of the guards to go right downstairs, then sneak along the walkway and up the stairs. Shoot the guard at the top with an Airfoil and retrieve a Data Stick from his satchel. Go to the door, type in the key code and enter the next room quietly. Shoot out the first two lights, then knock out the patrolling guard and put his body in the darkness. Walk to the next corner, shoot out the next light and shoot the patrolling guard in the head. Retrieve a Data Stick from his satchel. Walk up the hallway and stop before the corridor on your left. Wait for the guard to walk away, then peek around the corner and shoot out the light. Shoot the guard while he's investigating. The camera in this corridor is panning 360°. Wait for it to turn away, then shoot out the light. Move along the corridor and use the Lock Pick on the left door. Enter the room and activate your thermal vision to see the laser sensors. Crouch to get underneath the first beam, then wait before the next ones. Wait for the three at the bottom to switch off and run underneath the upper one. At the next beams, wait for the top one to switch off and jump over the lower one. Crouch and move quietly around the dark corner and move along the bookcases until you can see two men talking. When the conversation finishes, a guard turns on the light and enters the room. Peek around the corner, check he has his back to you, then knock him out. Access the computer.

USE NIKOLADZE'S RETINA TO UNLOCK THE SAFE INSIDE THE VAULT IN THE LIBRARY

Go through the door by the computer and pick up a Medical Kit from the table, then return back through the laser sensors to the door you entered through. Move underneath the camera when it's facing away, then move back to the main hallway when it's facing away. Turn left and go to the double doors. Equip a Diversion Camera, open the door and shoot it onto the wall in front of you. Use the noise function to attract the guard, then gas him. Shoot out both of the lights in the room before moving past the armoured camera. Go through the double doors and shoot out the light bulb ahead. Continue along the corridor until you can see a room at the end. Wait for the patrolling guard to walk up the corridor towards you, shoot him with an Airfoil and knock him out. Shoot out the light at the end of the corridor and the one in the room at the end. Sneak up on the maintenance man grab him and knock him out. Go down the lit stairs, enter the library and walk right. Three guards will storm into the library - you can avoid this gun battle by running towards the stairs and going through the doorway underneath

them. Follow the corridors to the basement. Walk up to Nikoladze – he's unarmed. Grab him and interrogate him, then make him use the retinal scanner to open the vault. You're surrounded by soldiers. Lambert tells you to prepare for a blackout. Put on your night vision and look at the guard to your left. As soon as the lights go out, draw your gun and shoot this guard in the head, then crouch and run left and behind some crates. Pick off the remaining two guards and return to the library.



Wait for the guard on the upper balcony to your left to walk away, then move left, climb the vertical pipe to the balcony and jump right to grab the railing. Pull yourself up, crouch and hide in the dark corner. Arm an Airfoil round, wait for the guard to stop near you and turn around, then shoot him. Go to the other end of the balcony, use the lock pick on the door at the end and enter. You'll see a cut-scene showing Nikoladze in his office. Use the sniper view to locate him through the window – you'll just be able to see his head. You've got a set time to shoot before he leaves the office and you must kill him with your first shot. If you're out of Ammo for the SC-20K, there's some on the fence of this walkway.

RENDEZVOUS WITH THE OSPREY FOR EXTRACTION

Wait to the right of the nearby door. A guard will enter it and walk away − slip through the open door. Go down the stairs and hide in the dark corner to the left of the dining room doorway. Wait for some guards to pass, then wait for one to walk into the dining room and two to go upstairs and exit. Fire a Diversion Camera onto the doorway, use the noise to attract the guard and gas him. Cross the dining room and exit the final set of double doors at the end. □



GRISLY GUIDANCE IT HILL 3

Holding on to your trembling hand, we lead you through the horrors

The best way to help you beat Silent Hill 3 would be to send round a kindly lady who would softly whisper tips in your ear while gently stroking the back of your head. Budgetary constraints mean that ain't gonna happen, so instead, here, we've written down how to solve the trickiest puzzles and knacker all those bothersome bosses. Ready?

SHOPPING MALL

MALL RATS

Once Heather arrives at the shopping mall the first conundrum she encounters is how to liberate a key from underneath a heavy wooden pallet found in the save room on the second floor. All

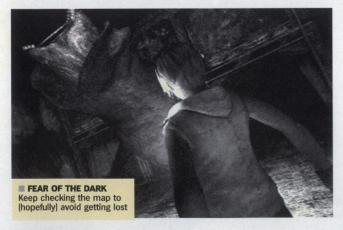
you need to do is find the tongs, which are located in the bakery. Now use them to get the key, and you can now unlock the door to the book store. Inside you'll find five volumes of Shakespeare. Rearrange these into order and you receive a randomly generated five-digit code that unlocks the door at the back of the book shop.

LORD OF THE FLIES

On the second floor you'll find a corridor blocked by flies. To clear them out you first need to find a couple of items. First up is the bleach from the eight-sided room at the centre of the map on the first floor. Next is the detergent, which is located in the room found near the bottom right of the map on the second floor of the map. Now head back towards the corridor with the flies in and turn the fan off using the switch in the adjacent room. Enter the corridor and mix the chemicals together. Finally, switch the fan back on to gas your insect tormentors.

SNAKE BOSS

The giant phallic snake creature is actually a pretty easy boss. You can hit it four times before it retreats. If you don't do so quickly enough, it will smack the floor injuring you with a shockwave. Equally, if you are standing too close to the tunnel it appears from, you'll get knocked down. Stand directly in front of it if you can, those big flappy things protect the head from damage. Use a healing item if you get hurt.



SUBWAY

GOING UNDERGROUND

In the subway station work your way down to the lowest level, picking up the - ahem - nut cracker along the way. On one of the platforms you'll be pushed onto the tracks by a heavy

breathing spook. Clamber out quickly to avoid getting splaterised. Now use the nut cracker on the chained up door and you can make your way along the final platform, where you should be able to see a door lurking down the tunnel. To trigger the train's arrival you must quickly jump onto the tracks (don't do this at any other point) and make a run for the door which... is locked! As the train approaches dash back to the platform and you can board the choo-choo before the zombie dogs take a bite out of Heather's immaculately proportioned rump. Awaiting you are eight carriages of slavering, naked fat men.

SILENT HILL 3

- PLAYERS 1 MEMORY CARD SPACE
- 363KB
- 363KB
 DIFFICULTY MEDIUM
 COMPLETION TIME
 ONE WEEK
 REVIEWED OPS2#15

VERDICT

"Looks like we picked the wrong week to quit horse tranquillisers. The nastiest game on PS2 - we dare you to

Graphics 29 10 Gameplay 🗵 B
Life span 🗵 7

UNDERPASS MAP 2

FIRST AID

Some pointers to get you through the game intact

FOLLOW YOUR NOSE

Take note: Claudia's head will turn when something of importance or interest is nearby, so pay attention to where she's looking.

RUN, DON'T WALK

Run! Particularly when you need to do lots of backtracking. Go to the Options Menu and set the Walk/Run Control to Reverse.

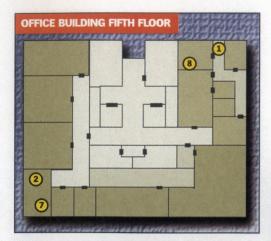
We recommend changing the Control Type to 3D. The default is 2D, where you turn on the spot, and run forward. Which is rubbish.

CONSERVE AMMO

If you decide to take the creatures on, don't kill them outright, shoot them so they slump to the ground, then quickly use (x) to kick them while they're down.



HARDCORE



OFFICE BUILDING

GIVE 'EM ENOUGH ROPE
There's no map for the first section of the office, but all you need to do is shove the dirty mattress into the hole in the floor, jump down and we're off. Now explore the rooms on the fifth floor to find the screwdriver (1) and the jack (2). You need the screwdriver to bust open the drawer (3) found in the save room on the third floor. This will give you the rope. Still on the third floor, use the jack to prise open the lift (4) doors and then lower the rope into the shaft and climb down. (See Office Building third & fifth floor maps)



PORKIES

On the second floor, turn the bath taps to trigger the arrival of the 'otherworld'. In a nearby room you'll find the oxydol (5). Next item on your shopping list is the pork liver (6), which is found in the fridge in a room on the first floor. Hack your way back up to the fifth floor and collect the matchbook (7) from the room on the bottom left. Finally, head for the room which had the spooky paintings (8) in. Underneath the painting entitled 'Flame Purifies All'



combine the pork liver with the oxydol and the matchbook. The resulting inferno reveals a new doorway. Go through this and continue to the room with a vending machine in. Use one of the silver coins lying around to receive the key to the life insurance office found on the first floor. Wherein you'll find the pages of the fairytale that has been scattered around the complex. Once Heather reads it out the gibbering spazbeast [9] that was blocking your way will disappear. Yay. Now make your way out of the mall and head towards Heather's apartment. [See Office Building first, second & fifth floor maps]



TWITCHY-HEADED SWORD-ARM BOSS

This guy killed your dad, so don't pull any punches. The main problem is that your Shotgun and Handgun won't work, since he inevitably deflects the bullets with the blades on his forearms. Equip the Katana, since it's your best melee weapon, and let him get close before swinging away. When he approaches you, don't get scared and try to hit him early, because he will jump back every time. You need to get almost toe-to-toe with the big freak timing is crucial because you still need to hit him before he hits you. Most of the time will be spent keeping track of him while he prowls around the rooftop, so keep moving. You can even corner him, if you're lucky, as he wanders randomly around. There are two attacks you need to be wary of - one where he dashes right through you from long range, and another where he rears back for a moment then slashes you. The first is difficult to avoid, the second slower and easier.

BROOKHAVEN HOSPITAL

HERE...

YOU DON'T HAVE TO BE MAD TO WORK

After some twisteramic plot shenanigans, Heather winds up back in Silent Hill and paying another visit to Brookhaven Hospital. Take the elevator to the second floor and you'll encounter a locked door with a numeric keypad. We'll save you the brain bother of actually deciphering the riddle and just tell you the answer's 8634. In the next set of rooms you'll find a locked briefcase. To open it just enter the code as the same time displayed on the nearby alarm clock. Inside the case you'll find an instant camera which you'll need later. Before you leave, collect the nail polish remover from the room at the top of the map. Now return to the first floor room with C4 marked on the door, and use the nail polish remover to dissolve the glue surrounding the stairwell key. Go down into the basement using this key. Find the room with shelves blocking your progress, and use the camera to snap another - again, randomly generated - four-digit code that's scratched into the wall. Now punch this into the keypad next to the locked door up on the third floor. After receiving a disturbing, phone call, one of the rooms in the corridor will lead you into an unmapped area. Click on the weirdy occult system and the game again shifts into the 'otherworld'.

BUCKET OF BLOOD

Once you're in the 'otherworld' Heather needs to collect a plastic bag and fill it with the blood from the bucket found in a room on the third floor. The trickiest puzzle comes when you take the lift to the floor '33'. To work out the combination for the padlock, examine the Roman numerals scratched onto the wall. Now cross-reference these with the corresponding numbers on the stretchers to get the correct four-digit code. This will give you the cremated key, which is needed to open the locked room at the bottom right of the map on the first floor. Continue into the next corridor and in the last open room you'll find a save symbol with an occult altar. Use your bag of blood on the altar, and climb down the ladder to meet Leonard.

LEONARD

Leonard swims around in the sewage, emerging every so often. When he does, shoot him no more than three times with the Handgun. He will sink again. Repeat until he's dead. Oh, and keep 2 and 2 held down so you automatically track him.



LAKESIDE AMUSEMENT

PARK

PUMPING ROLLERCOASTER RIDE

It all goes a bit David Lynch now, as Heather returns to the dilapidated amusement park shown in the dream sequence at the start of

the game. First, head to the souvenir shop where you'll find the rollercoaster key. Now climb up to the



Haunted Mansion. Inside, work your way through the (harmless) scares in the rooms until you reach a corridor where you'll be pursued by a red haze that will kill Heather almost instantly. Remove Heather's bullet-proof vest and put her weapon away to move faster.



CHAIN GANG

Having dodged your way past a couple of monsterinfested areas you should come across an empty stage -"... we'll do the show right here!" - pick up the discarded red shoe and also grab the chain lying one of the benches. Find the rocket ship ride and attach one end of the chain to the central column and the other to the locked gate nearby. Now switch the ride on to wrench it open. Go through, and after a quick chat with Douglas enter the fortune teller's grotto and collect the doll's head. When you leave the fortune teller's gaff turn right and go through the door. You'll immediately see a Snow White and Cinderella manneguin. Use the doll head on Snow White and the red shoe on Cinderella. Follow the tracks to the left through the door.

HORSE STORIES

After dodging past some more fleshjobs, you come to a small gate. In the next area you will find the Happy Carousel. Climb on, but be warned, it's about as happy as a night in with Vincent the walking cliché from Big Brother. Find the only horse that isn't moving, and read the note pinned to its side: When 13 turns count 4, you will die from their curse. If you wish to escape, there is but one way out. To kill before you are killed: you will be saved by the 12th death.' The ride will now start moving as the horses belch poisonous gas. Equip the katana and attack the moving horses one by one until they stop and die with a gruesome whinny. Watch the cut-scene, and prepare to take on an evil, Otherworld version of yourself.



AI FSSA

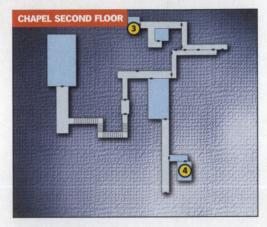
In her first form, she will wield a knife, and is pretty easy to kill. She blocks most ranged attacks, but you can hit her when she goes for a strike. You can also block her, with the Katana, if you press @ at the right time. Every so often she will run away.

In her second form, she has a Handgun, so be a little more careful. She'll take a lot more hits, but will eventually go down.

... Only to reappear with the Steel Pipe, damn her! This is a slower weapon, so with the Katana you can get faster blows in, if you are short on ammo. You can hit her loads of times, relatively quickly, if you dart back as she swings and nip back in for two or three of your

The fourth and final form has her wielding the Submachine Gun, of all things. Follow a similar strategy as her Handgun form. If she runs away and takes aim, make sure you have something blocking her view.

Once she's dead, there's only one way forward, so take it. Along the corridor, up the stairs, and through the last door, leads you to the chapel. After a long cut-scene, pick up the Eye Of The Night tarot card from behind the altar and save your game. Go through the same door Claudia



did, and on your immediate right is a map of the chapel.

CHAPEL

1) EYE OF NIGHT -

2) HIGH PRIESTESS -

EMPTY - MOON

EMPTY - FOOL



LOSE YOUR RELIGION

The chapel is split onto two levels, and we've marked the locations of the remaining four tarot cards on the maps (High Priestess - 1;

Moon - 2; Hanged Man - 3; Fool - 4). Once you've collected all the cards make your way back to Heather's old room and place the cards out as follows:



(See Chapel first & second floor maps)



FINAL BOSS: GOD

There's a fairly straightforward way of defeating this final boss, despite her being, well, a god. When you see her start to writhe about, fire at her with the Handgun until she slumps down to the ground. You need to aim for her bonce, and positioning is crucial. Run to the very top right of her head, and equip the Maul, your most powerful melee weapon. Keep hacking away, and her arm slash attacks should go right through you, conveniently. She will eventually rear back up, so wait for your moment to shoot her again, and stay out of reach of her arms (keep close, and to her right and her swipes will go over your head). You might as well use all the healing items you want, since you won't be needing them after this final challenge anyway. You'll get graded on a number of criteria at the end of the game, and given some cool rewards too, like weapons and outfits.



CODE-U-LIKE

Need to cheat your way to victory on a certain game? Write to us and we'll ease your pain.

RYGAR -THE LEGENDARY ADVENTURE (SLES 51445)

In-game reset

Hold start + select during gameplay.

Easy mode

Die three times under the normal difficulty setting to unlock easy mode.

Hard mode

Successfully complete the game (including Necromandio Cave) under the normal difficulty setting to unlock hard mode.

Legendary mode

Successfully complete the game (including Necromandio Cave) under the hard difficulty setting to unlock hard mode.

NBA SK3

(SLES 51340)

Cheat menu

Enter the options menu and select "Gameplay". Hold ← + Left Analog-stick Right and press ♣ The "Codes" selection will now be unlocked at the options menu.

Duotone graphics

Enter DUOTONE as a case-sensitive code to have your player in colour, with all other players in black and white.

Trash in the streets

Enter SPRINGER as a case-sensitive code to see trash in the streets. Note: This does not work in the gym.

MIDNIGHT CLUB II

(SLES 51054)

Cheat mode

Highlight "Options Mode" at the main menu. Press ↓ to highlight "Options: <name>", then press ← or → until "Options: Cheat Codes" appears. Press ⊗. Then, enter one of the following case-sensitive cheat codes. Then, highlight "Accept" and press ⊗.

Adjust game difficulty

Enter one of the following case-sensitive

codes to select a difficulty setting.

howhardcanitbe0 is the easiest setting, and howhardcanitbe9 is the most difficult.

Information in this section was contributed by FNG.

howhardcanitbe0 howhardcanitbe1

howhardcanitbe2

howhardcanitbe3

howhardcanitbe4

howhardcanitbe5

howhardcanitbe6 howhardcanitbe7

howhardcanitbe8

howhardcanitbe9

Enhanced in-air control

Enter carcrobatics as a case-sensitive code.

RAGING BLADES

(SLES 51235)

Play as Aria/Iria

Successfully complete the game with all four staring characters under the normal or higher difficulty setting to unlock Aria/Iria in the story mode.

WWE CRUSH HOUR

(SLES 51600)

Faster specials

Pause game play, then hold L3 and press (a), (a) four times.

Kevin Nash

Press 12, Square, 12, (a) at any menu.

Level select

Successfully season mode as any character to unlock all levels.

Demolition Derby mode

Win a match without firing any weapons.

BLOODRAYNE

SLES 51474)

Enemy Freeze

Enter DONTFARTONOSCAR as a code to

unlock the "Enemy Freeze" option at the cheat menu. A message will confirm correct code entry.

Louisiana secret level

Enter BRIMSTONEINTHEBAYOU as a code to unlock the Louisiana secret level. A message will confirm correct code entry.

ENTER THE MATRIX

(SLES 51203

Go into the Hacking system, and enter "cheat" at the A prompt to unlock the cheat option on the left. Now click on "Cheat" & enter one of the following numeric codes:

Faster Logos flight speed: 7867F443 Multiplayer fighting: D5C55D1E

Now exit the HACKING section and save the game file you were using.



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SO SOLID CREW

METAL GEAR SOLID 2: SUBSTANCE

Get Snake and Raiden into something a bit different...

Here's a selection of delicious Easter eggs for Snake's sneaky compendium! Simply complete the game under the following conditions to reap these rewards...

UNLOCK

HOW

Photograph mode Complete Bomb Disposal, Hold Up and Eliminate modes
Casting theatre option Complete Sons Of Liberty on any difficulty
Ninja Raiden Complete 50% of the VR

missions as Raiden
Raiden X
Complete 100% of the VR
missions as Raiden and

Ninja Raiden
Pliskin Complete 50% of the VR
missions as Snake

Tuxedo Snake

Complete 100% of the VR
missions as Pliskin

Complete 100% of the VR
missions as Snake, Pliskin,

Tuxedo, Snake, Raiden, Ninja

Raiden and Raiden X.

ALTERNATE ENDING SEQUENCE

Successfully complete a Snake Tales to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.



CONTRA: SHATTERED SOLDIER

Exhausted yourself on this and still got nowhere? We have thrashed the mighty Contra: Shattered Soldier to death and back, and then back to death again for good measure. As a result we now know the following gems of advice.

If you finish the game with an overall 'A' rank then you unlock a load of illustrations in the gallery option.

Finish the game on Normal to store the multiple endings in the Theatre option.

And finally, finish the game on Normal with an overall rating of 'B' or 'C' and you'll unlock the super database.

PROMOTION

PlayStation 82 OFFICIAL MAGAZINE-AUSTRALIA

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PIN	GAME	CHEAT
12031	Enter The Matrix	All Weapons
12032	Enter The Matrix	Bonus Level
12033 12034	Enter The Matrix Enter The Matrix	Invisibility Infinite Ammo
11351	Primal	Invincibility
11351 12861	Primal X-Men 2: Wolverine's Revenge	Easy Kill Level Select
12862	X-Men 2: Wolverine's Revenge	All Costumes
12863 12864	X-Men 2: Wolverine's Revenge X-Men 2: Wolverine's Revenge	Cheat Menu Cerebro Files
10541	Midnight Club II	All Locations
10542 10543	Midnight Club II Midnight Club II	All Cars Unlock All
13161	Grand Theft Auto Vice City	Health
13162	Grand Theft Auto Vice City Grand Theft Auto Vice City	Armour Core
13163 13167	Grand Theft Auto Vice City Grand Theft Auto Vice City	Floating Cars Unlock Tank
14261	The Getaway	Double Health
14262 03301	The Getaway Grand Theft Auto 3	Armoured Car Weapon Weapons
03302	Grand Theft Auto 3	Money
03303 03304	Grand Theft Auto 3 Grand Theft Auto 3	Tank Dodo Mode
03305	Grand Theft Auto 3	Break off Limbs
04122 04123	Turok Evolution Turok Evolution	Weapons Level Skip
04123	Turok Evolution	Ammo
04125	Turok Evolution	Invisibility
04121 12571	Turok Evolution The Sims	Invincibility All Locked Objects
12572	The Sims	All Objects Free
12573 07671	The Sims V8 Supercars Race Driver	Unlock Party Motel Realistic Handling
07672	V8 Supercars Race Driver	Better Damage
06843 06844	Medal of Honour Frontline Medal of Honour Frontline	One Shot Kills Gold Medal for Current Mission
06844	Medal of Honour Frontline Medal of Honour Frontline	Photon Torpedoes
06846	Medal of Honour Frontline	Bullet Shield Mode
06847 06791	Medal of Honour Frontline Tenchu: Wrath of Heaven	Perfectionist All Characters
06792	Tenchu: Wrath of Heaven	All Missions
06796 06797	Tenchu: Wrath of Heaven Tenchu: Wrath of Heaven	Hidden Mission Bonus Stage
11331	Red Faction 2	Super Health
11332 11333	Red Faction 2	Unlimited Ammo Gibby Explosions
11333	Red Faction 2 Red Faction 2	Unlock All Cheats
12521	Lord of the Rings: The Two Towers	Refill Your Health
12522 00061	Lord of the Rings: The Two Towers Drakan	Full Arrows/Axes Invincibility
00062	Drakan	Increase Character
00065 05401	Drakan The Simpsons Road Rage	Money Halloween Mode
05402	The Simpsons Road Rage	New Year's Day Mode
05403 05404	The Simpsons Road Rage	Thanksgiving mode Christmas Mode
13541	The Simpsons Road Rage Jurassic Park: Operation Genesis	Money
13542	Jurassic Park: Operation Genesis Jurassic Park: Operation Genesis	All Research
13543 13544	Jurassic Park: Operation Genesis	Mr DNA Market Day
12580	007 Nightfire	Bigger Sniper Rifle Clip
12581 12582	007 Nightfire 007 Nightfire	Level Select Upgrade Q Gadgets
11305	Tony Hawk's Pro Skater 4	Unlock Everything
09341 09342	WRC 2 Extreme WRC 2 Extreme	Master Code Turbo Mode
09343	WRC 2 Extreme	Overhead View
09344 09345	WRC 2 Extreme WRC 2 Extreme	Low Gravity Bouncing Cars
09345	The Scorpion King	Master Code
09872 02171	The Scorpion King	Full Health and Weapons Unlock All Bikes
02171	Dave Mirra Freestyle BMX 2 Dave Mirra Freestyle BMX 2	Mike Dias
02173	Dave Mirra Freestyle BMX 2	Amish Guy
09921 09922	Hitman 2: Silent Assassin Hitman 2: Silent Assassin	Level Skip God Mode
09925	Hitman 2: Silent Assassin	Nailgun Mode
01961 12001	Soul Reaver 2 Kelly Slater's Pro Surfer	Bonus Materials All Tricks
12002	Kelly Slater's Pro Surfer	All Surfers
12003 12004	Kelly Slater's Pro Surfer Kelly Slater's Pro Surfer	All Suits All Boards
12004	Kelly Slater's Pro Surfer	All Levels
03251	Max Payne	Level Select
03252 09021	Max Payne Conflict Desert Storm	Health Cheat Menu
04241	Cricket 2002	Super Batsman
01551 01552	Operation Winback Operation Winback	Level Select All Weapons and Ammo
01553	Operation Winback	One Hit Kills
01554 05921	Operation Winback No One Lives Forever	All Multiplayer Characters
08701	Mat Hoffman's Pro BMX 2	Level Select All Levels
08702	Mat Hoffman's Pro BMX 2	Elvis Outfit
02151 01391	Crazy Taxi World Rally Championship	Secret Push Bike Greater Power
	World Rally Championship	No Chassis
01392		
01392 01393 01394	World Rally Championship World Rally Championship	Overhead View Underwater Graphics

Your definitive guide to the ever expanding library of PlayStation 2 games.

So you've just bought a PlayStation 2, and you're confronted by a dauntingly huge line-up of games to choose from at your local gaming store. Now what?

The Shortlist is OPS2's one-stop guide to getting an idea of what's hot and what's not As time goes on and new games come out, we drop some of the older games that don't warrant being remembered, replacing them with newer games that score well in the reviews section.

If you just want to find the best of the best. look for the games that receive a Bronze, Silver or Gold award.

GLOSSARY

Just got your PS2? It's your first console ever and you've bought the best magazine to give the lastest and most up-to-date information but don't have a clue what we're going on about? Well, without wanting to patronise those gamers who've been around since the Atari 2600 by spelling out the meaning of gaming terms and acronyms in the reivews and previews, here's your 'at a glance' guide to all things PS2 and technical.

power in flight sims. Al: Artificial Intelligence Analogue: Re: Dual Shock 2. Registering degrees of input, as opposed to digital's on/off status.

Boarders: Snowboarders or games featuring the alpine sport.

Coin-op: Coin-operated arcade videogames. Cut-scene: Explanatory, non-playable scene in videogame (also 'FMV').

CPU: Central Processor Unit.

Dev kits: Programmable PS2s used by developers D-pad: Direction pad on

PS2 controller **Dual Shock controller:** Controller for PSone.

Dual Shock 2: Controller designed for PS2 (with **ECTS:** European Computer

Trade Show E3: Electronic Entertainment

Expo (US). Frame rate: Number of

images drawn per second in games. Higher frame rate = smoother animation. FPS: First-Person Shooter (eg Quake III). Hack 'n' slash: Refers to

game (usually fantasy) featuring blade combat. High res: High resolution

HUD: Head Up Display. Screen furniture such as map, speedometer, etc. **Iconography:** Graphical shorthand defining game,

Low res: Refers to poor quality graphics. L3: Pressing down on the PS2 controller's left joystick. Mini-games: Bonus. playable games found in

larger titles Polygon: Building block of videogame graphics. **PSone:** The precursor to PS2 If you don't know what this is then frankly there's

no hope for you.

Real-time: When one second of game time equals one second in the real world. RPG: Role-playing game.

RTS: Real-time strategy. R3: Pressing down on the PS2 controller's right joystick.

Sim: Simulation. Strafe: Move sideways while oking straight. **USB:** Port to connect peripherals such as

keyboard to PS2.

*If there's a term, word or phrase that's still taxing your brain cells, let us know and we'll include it here.

side from the occasionally Iffy Al. this has enough variety to make a solid single player

FIRM NAF PlayStation 2

PlayStation 2

BRONZE

PlayStation 2

linia-styled adventure with a 'healthy' dose of chop-socky gameplay

ash, chunky and colourful truck racer. Unfortunately it just does offer enough substance to satisfy the hardened gamer.

The World Cup version of FIFA 2002 with more pizzazz, nifty effects for star players and a serious challenge at the highest difficulty level, but

ACE COMBAT: DISTANT THUNDER Best Ace Combat yet. A graphically-polished flight sim with a variety of

ilssions. Best with a flight-stick of some kind.

Good enough to be a must buy for footy fans, but not flashy or deep

eep you impressed and entertained until he next Tony Hawk says, "Buy me, dude!"

everything you could want hoverboarding to

ALL-STAR BASEBALL 2002

An enjoyable all-round game of baseball with oodles of depth, and urprisingly compelling to watch as well as to play.

ALONE IN THE DARK: THE NEW NIGHTMARE An undeniably scary survival horror game series, but one that falls to

then the pants off the PS2 in this comeback.

AQUA AQUA: WETRIX 2.0 well-realised update of the N64 puzzler Wetrix. Essentially it etris with water Weird, but worthwhile

ude visuals, but plenty of fast and furious gameplay

nfinitely-tweakable first-person mech shooter. Not for the casual gamer

ter a guick fix, but perfect for those who love their si

ARMY MEN AIR ATTACK: BLADE'S REVENGE

OVERAL

Very dull helicopter game. Hardly surprising from arguably the worst

ARMY MEN: GREEN ROGUE n-rail shooter that manages to sink to new depths of soldlering ted

Avoid at all costs ARMY MEN: SARGE'S HEROES 2

AUTO MODELLISTA

lastic soldiers.

The love-child of cel-shaded graphics and Gran furismo. Despite its cartoony appearance, this is a fairly serious racing game.

BALDUR'S GATE: DARK ALLIANCE

Play D&D on a console! Quite simplistic and arcadey, but this is still a great RPG that

adds nicely to the PS2's line up.

PlayStation 2

ERONZE

PlayStation 2

Only for games that scored the elusive 10/10.

SHVER Awarded to games with a mighty 9/10.

Given to games that scored an impressive 8/10.



LETTE



1 ICO

small boy gets nands with a girl.

2 SSX

High speed nayhem looks as

3. REZ

he high concept

4. ONI

Enjoyable futuristic sci-fi third-person

5. DNA

Commendable, if nspired conspiracy BATMAN VENGEANCE

nteresting action adventure, but just a little too 'on rails' to provide a

Cruddy controls stop this otherwise peachy beat 'em up from realising

PlayStation 2

PlayStation 2

BRONZE

BloodRayne is an explosion of sex, action and violence. It's not going to tax your mind but it's so much fun you won't care

OutRun grows up, and learns how to crash properly. Thrilling, edgy race action that will

BURNOUT 2: POINT OF IMPACT nan its predecessor. The Fast & the Furious

CAPCOM VS. SNK 2

that knows all there is to know about combat. With endless two player fun.

shouldering.

COLIN MCRAE RALLY 3

Sets new standards in rally racing visual with impressive car damage and weather

COMMANDOS 2 A daunting but extremely worthy and

warding strategy game where the player

EIGHT MAS PlayStation 2 trols a team of operatives in WWII missions

CONFLICT ZONE A pretty run-of-the-mill RTS game that cleverly forces you to take count of media coverage

CONTRA: SHATTERED SOLDIER

may confuse or confound the contemporary gamer.

CRASH BANDICOOT: THE WRATH OF CORTEX Crash spins onto PS2 but little has changed from PSone. Time for some new ideas with titles like *Ratchet & Clank* setting the new standards.

Arcade thrills aplenty in this no-holds-ERIENTA =

If you want speed, buy this now CRICKET 2002

console, ever. Relax and make like it's

Top sweaty disco fun, marred by a flimsy selection of songs. All together now - big fish, little fish, cardboard box.

An enthralling RPG with atmospheric music and a world-building element thrown in for good measure.

DEAD OR ALIVE 2 Blistering beat-'em-up that's famous for its stealthy gameplay and

collection of extremely well-endowed lady fighters.

DEF JAM VENDETTA

a true champion, but it's still a worthy contender. SmackDown watch out!

The thinking man's action shooter and genre-busting game that redefines

SILVER

PlayStation 2

PlayStation 2



elding battling with lush surroundings and a superb gothic atmosphere. One of the best PS2 games yet? Definitely. DEVIL MAY CRY 2

SILVER PlayStation 2

Die-hards may cry at the new direction, but there's still enough gorgeous style and firearms in DMC2 to satisfy action junkies

ERINA E

Gene warfare and confusing puzzles abound in this bizarre manga adventure

DONALD DUCK: QUACK ATTACK A first-generation platformer that suffers from Stone Age gameplay

nd graphics.

DRAGON'S LAIR Unplayable retro adventure, Should have stayed firmly stuck Laser Disc where it belonged.

DROPSHIP: UNITED PEACE FORCE commitment with paced and varied

BRONZE PlayStation 2

DYNASTY WARRIORS 3 More of the same great mass battles and xplosive action, marred only slightly by

ERONZE PlayStation 2

DYNASTY WARRIORS 3: XTREME LEGENDS A solid, entertaining expansion pack that will have Dynasty Warriors 3

ECCO THE DOLPHIN: DEFENDER THE FUTURE You're a dolphin and it's up to you to say

the world from an allen invasion. Relax in the new age calm underwater adventure.

Sets a new standard in the lightgun shoot genre: innovative, refreshing and most of all,

SILVER

BRONZE

ENTER THE MATRIX Despite a painful lack of depth FTM is an enjoyable package for anyone fter another dose of Matrix mayhem.

ESCAPE FROM MONKEY ISLAND

Adventure that includes smart visuals, witty ERONZE PlayStation 2

ESPN NATIONAL HOCKEY NIGHT

sin bin

ESPN NBA 2NIGHT

re gameplay makes this one for basketball heads only

ESPN X GAMES SKATEBOARDING extreme skateboarding sim with some unsightly graphica

glitches. You're better off sticking with Tony Hawk's

ESPN WINTER X-GAMES SNOWBOARDING Lifelike snowboarder, ruined by unsightly bland graphics, unresponsive ontrols and a lack of excitement.

EOE: EVE OF EXTINCTION

EVERGRACE

An ultimately de pressing RPG, that fails to engage the player at an meaningful level.

Adventure from the dark side of platforming. Average, so-so animation

with 76 levels of twisted plot.

Alien-inspired survival horror-fest that is set in a deserted Antarctic search base. Positively crawling with cool design innovations.

EXTREME-G 3 A neon beast of a future bike racer that

BRONZE quires skill and brains. Takes some PlayStation 2 'inspiration' from the Wipeout series F1 2001

solid PS2 Formula One title, but ultimately it's a tad soulless

F1 CHAMPIONSHIP SEASON 2000 re F1 fans will find this a little too east

orks game. Not enormous, but of ra ndom beauty

FERRARI F355 CHALLENGE One of the most realistic racing simulations ever. More for driving game experts than casual racers.

FIFA 2003 ng the gap with a more ERONZE

PlayStation 2

SILVE

PlayStation 2

BRONZE

PlayStation 2

PlayStation 2

SILVEF

PlayStation 2

BRONZE

PlayStation 2

oal behind Pro Evolution Soccer 2. FINAL FANTASY X

othing else needs to be said about this brilliant RPG. A classic Square adventu

FORMULA ONE 2003 and cars included. Load it up and feel the

PlayStation 2 speed. Feel the need for speed.

This is potentially a great game, but it's scuppered by careless lack of fairness and failure to reward skill with progression.

FUR FIGHTERS Cute fluffy creatures armed to the teeth with otguns blast each other to pieces. The toy

ERONZE layStation 2 G1 JOCKEY

ore like an exercise in statistical analysis than a horse racing game, with bland graphics and sound.

GIO GIO'S BIZARRE ADVENTURE
Brilliant cel-shaded graphics bring a cast of weirdo anime life in a fighting game based on a comic series

A squad-based first person shooter that suffers from a cumbers interface for ordering troops about, often degenerating into arcade-style

GIANTS: CITIZEN KABUTO The Reaper might be cool, but loading times hamper this port of a

GITAROO MAN

If you have a PS2 collection, you should initely have at least one game like this one in there! Check it out.

complex PC battle game.

GLOBAL TOURING CHALLENGE: AFRICA

locations.

GRAND THEFT AUTO 3 prequel but it's still fantastic fun and can

GRAND THEFT AUTO: VICE CITY Better than GTA 31 Cars, crooks, coke, and chaos with total freedom to do what you want.

GRAN TURISMO 3: A-SPEC If you didn't know already, GT3 is the

eatest racing game in the world. Speed ore and buy it now

GRAN TURISMO CONCEPT: 2002 TOKYO-GENEVA

concept cars. Perfect for those who just ant to race, rather than play mechanic

riginal rip off of the Mat Hoffman series, offering little reason to

break away from the aforementioned pearlers.

A decidedly crap racing title that fails to deliver on all fronts. Not omething to bother with considering how many other decent racers

G-SURFERS Futuristic racer that's improved by an innovative track editor.

GUILTY GEAR X

start of a new wave of next-gen 2D fighters.

FRONZE PlayStation 2

Bizarre Manga inspired shooting game with gorgeous visuals, but a distinct lack of depth to back up all that eye candy.

GUN GRIFFON BLAZE

SECOND COMING

We resurrect a title from the



no ZOE but on again we discover cel-shading looks fantastic and once the battles get going there's no see where your opponent is half the time and often hard objective, but if you put looks before personality then is worth a tickle.





ROBOTECH: BATTLECRY

HEADHUNTER Dirty Harry meets MGS2 in a world where the law is controlled by ounty hunters. There's a great game hidden here somewhere. HAVEN: CALL OF THE KING An epic platform game that provides a mless adventure with no loading PlayStation 2 terrupting the action

TIAVEL

PlayStation 2

ERONPAE

HEROES OF MIGHT AND MAGIC

HITMAN 2: SILENT ASSASSIN SILVE a hired killer. Not one for the squeamish or

ure of heart, but it contains brilliant gaming INTERNATIONAL SUPERSTAR SOCCER nuine squads and more instant

FRONZE gratification take ISS up to the PS2 level PlayStation 2

ISS 2 More arcadey than PES with better commentary, but dodgy ball physics nd animation. Not for soccer purists.

JAK AND DAXTER: THE PRECURSOR LEGACY

Crash Bandicoot that introduces two heroes you'll be seeing a lot more of. JAMES BOND 007: AGENT UNDER FIRE

hooter/adventure arrives on PS2 in

plendent form. An essential purch

HARRY POTTER AND THE CHAMBER OF SECRETS

tic puzzles and gorgeous graphics

nake this a winner for younger fans of the

A thrilling single-player Bond experiwith a great four-player mode and beautiful

speed, gritty handling and mud).

ERONZE JEREMY MCGRATH SUPERCROSS WORLD A motocross game that's just like the real thing Iminus the thrills

JURASSIC PARK: PROJECT GENESIS A prehistoric premise, sure. But Operation Genesis puts a fresh spin on

ne God sim genre. Hammond would be proud.

KENGO: MASTER OF BUSHIDO A padded-out Training mode makes up for this smart ninja fighter's

otherwise rather limited nature. KELLY SLATER'S PRO SURFER

but still the best surfing game around.

PlayStation 2 A real-time strategy game set in feudal Japan, where you get to

command a huge army. Strategy fans only. KINGDOM HEARTS

A beautifully produced RPG with Disney and Square characters. Don't let the kiddy vibe

KLONOA 2: LUNATEA'S VEIL Cute and cheerful platformer featuring the lovable glove-eared blue cat-rabbit hybrid. Fun stuff.

ERONZE PlayStation 2

ERONZE

PlayStation 2

KNOCKOUT KINGS 2001

KURI KURI MIX A blend of two-player co-operation and cutesy platformer. An odd but worthwhile addition to any PS2 collection.

Based on a French comic character, this spy game is too linear, and icks the interactivity that is needed to maintain a gamer's attention.

LEGAIA 2: DUAL SAGA A Japanese RPG that uses a combat system full of combos and special oves. A host of mini-games prevent this from falling into the 'generic'

LEGENDS OF WRESTLING OVERALL
'Violent ballet' with a shortage of modes and options. There are much hetter recreations of Pro wrestling

LE MANS 24 HOURS le for gamers daunted by sim-sty

wehicle handling, but has depth and thrills.

BRONZE



LMA MANAGER 2002 A-grade soccer management game, but for le-hard football fans only. LORD OF THE RINGS: THE TWO TOWERS

BRUNZE PlayStation 2

Superb hack and slash gaming based on the ovie, not the book. Not very deep, but delivers huge battles. MARK OF KRI

BRONZE PlayStation 2

hanks stahs and slashes at the heat 'em stereotype. Check it out. MADDEN NFL 2003

PlayStation 2 BRONZE

BRONZE

While realistic enough, of the two major NFI games around, this is the flashier Best for ose who want high scores over realism MAT HOFFMAN'S PRO BMX 2

FRONZE

xceptional in some, MHPB2 doesn't quite PlayStation 2 MAX PAYNE A fine shooting game that is underrated

BRUNZE

PlayStation 2

A tribute to Ghosts 'N' Goblins and an scellent mix of retro and modern gaming MDK2: ARMAGEDDON

ntastic innovations and a very cinematic

feel lifts the action.

MAXIMO

BRUNZE PlayStation 2

Originally on Dreamcast and PSone th third-person shooter has lost nothing in translation. Destined to be a cult class

MEDAL OF HONOR: FRONTLINE

SILVE

A very realistic FPS that has been wow audiences the world over since the game * OVERALL

METAL GEAR SOLID 2: SONS OF LIBERTY

71441

A must-own, state-of-the-art tactica spionage game that's reason enough to buy

METAL GEAR SOLID 2: SUBSTANCE Incredibly comprehensive Metal Gear package for newbies but MGS2 owners will struggle to find \$110's worth. MICROMACHINES

BRONZE PlayStation 2

instalment of the series, but an excellent racing diversion nonetheless.

BRONZE PlayStation 2

An entertaining lightshow generator, containing five full dance albums Not quite up to the standards set by MTV Music Generator.

Disney Platform game, based on the film. Initially amusing but sloppy and basic with a lifespan of no more than a few hours, though the film

MOTO GP Gran Turismo on two wheels? A fantastic motorbike sim that rewards

peated play. reshing bike racer. Slightly repetitive gameplay and a shall

multiplayer, but slick, fast and realistic, Excellent 3D graphics and race replay facility.

A little repetitive and far too similar to the last two games. Still, it's th pest motorbike game on the system thus far.

MTV MUSIC GENERATOR Home DJ sample/mixer music maker. It's normous fun and nigh-on faultless. This

SILVER MX SUPERFLY 2003: FEAT RICKY CARMICHAEL

Polished and engaging motorcross sim that utilises its subject matter to

MX RIDER Motocross/supercross sim that lacks the true grittiness and ex of the sport.

Not only realistic, but packed with plenty of

BRUNZE features as well, offering a wide selection of PlayStation 2

NBA HOOPZ Instant arcade-styled basketball sim, but there are better ones on the street.

NBA LIVE 2002 NBA Live 2001? Only for true basketball nuts

Original PlayStation show stonners, still well worth a punt



GRAND THEFT AUTO

reat granddaddy vehicular carnage You can probably get this for the same price as a schooner these days, but you know what? It's still can do everything that you can in Vice City, in blocky top down mode It's not the greatest in the series but it's well worth the effort to dust it off.

IBA STREET VOLUME 2

must-own for hoop fans and anyone king for a solid multiplayer title NEED FOR SPEED: HOT PURSUIT 2

SILVER

BRONZE

11441

layStation 2

BRUNZE

ERONZE

PlayStation 2

PlayStation 2

* OVERALL 09

ne of the better arcade racers to grace the PS2. Truly the best of the NFS series, not

NFL 2K3 merican football thanks to its ultra-realistic raphics and gameplay

NFL QUARTERBACK CLUB

eatures, but unable to compete with adden 2003.

Excellent simulation settings for the die ard fans, and plenty of arcade thrills for

NHL 2003 OVERALL 07 The definitive ice hockey videogame, but only a slight improvement on

NY RACE erage future taxi racer, based on the opening sequence of Lu

sson's sci-fi epic The Fifth Element. Nothing crazy to see here.

w character animation in an enjoyable 3rd person sci-fi ro

ONIMUSHA: WARLORDS

survival horror that lets the layStation 2 run riot. Does suffer from an

BRONZE OVERALL 06

OPERATION WINBACK acks variety, but still an enjoyable stealth shooter, nevertheless

ORPHEN disappointing anime-inspired Japanese RPG.

PARAPPA THE RAPPER 2

mple but compelling gameplay. Short life span and only really worth

Based on the race of the same name, this sim does little to inspir PENNY RACERS

A half-baked and underfed GT3, with just a few good tracks, it's a fficult one to recommend to anybody wanting a great racer.

POLICE 24/7 Basic cop-shot light gun game with motion capture option. Frantic and fast but lacks structure and individuality. Just another on-rails shoot

POOLMASTER Dull pool sim, despite some tidy ball physics.

The new king of the ring! Pride FC is the most alistic fighting simulation available on any

BRUNZE PlayStation 2 OVERALL 07 PRISONER OF WAR Escaping from POW camps is all well and good, but you remain a

isoner of often rigid game objectives. Even so, this is a bold,

PRO EVOLUTION SOCCER 2 for the second year running, the Pro Evolution SIAVE eries has been the best soccer-sim on any

system, Lacks licences, but has total realism PROJECT EDEN BRUNZE

you'll lose weeks to this complex and satisfying first-person shooter/adventure

In four-player, this FPS is solid multiplayer fun. technical tour de force, it runs smoothly and RATCHET & CLANK

Pure platforming bliss from the company nd the original Spyro the Dragon titles

OVERALL 07 RAYMAN 3: HOODLUM HAVOC

RALLY FUSION: RACE OF CHAMPIONS

OVERALI 06 A decent offroad racing simulation that only really falls short in that it fails o match the wonders of Colin McRae Rally 3 and WRC II Extreme.

READY 2 RUMBLE: ROUND 2 artoon fighters against each other.

A marvellous, arcade-based comedy boxing game, pitting ridiculous

RED FACTION Ace first-person shooter that melds MGS-style tactics and the all-out blasting of the ballowed

BRINZE PlayStation 2

Packs plenty of action, but is chaotic to the point where it feels decidedly aimless. Also let down by control issues

RESIDENT EVIL CODE: VERONICA X

inetic action, frights, thrills and copious mounts of blood-letting

TIAVES

* OVERALL 09

REZ and colour this techno shooter provides pure gameplay. Unique, and refreshing.

HAVE PlayStation 2

RIDGE RACER V a lack of originality

A mech RTS that's fun? Oh yes. A must-buy for the discerning robo-fetishist after

BRONZE PlayStation 2

ROBOTECH: BATTLECRY A cel-shaded shooter that brings the classic anime to life, but is held back by a decidedly clunky control system

ROCKY The best boxing title available for PS2. Has BRUNZE a great story mode that takes the player PlayStation 2

ough the movies. Adrienne! **RUGBY 2002** sport. More akin to Madden than FIFA in

approach. EA Sports have done it again.

tonnes of challenge and replay value. pecially in two-player mode.

BRONZE OVERALL 07

BRONZE

PlayStation 2

RUN LIKE HELL A refreshing sci-fi survival horror title with a host of famous name nandling the voice acting.

RYGAR: THE LEGENDARY ADVENTURE OVERALL 07 This would make a fine and worthy addition to any action fan's game lection. Brevity is the only pain.

SALT LAKE 2002 oulless Winter Olympics game. Decent weather effects but the

SHADOW OF MEMORIES
Filmic adventure that keeps the surprises

Shinobi is the kind of frantic, shallow, old

BRUNZE

BRONZE

chool arcade game we don't see enough of anymore. A fast and bloody good time SILENT HILL 2

majority of events are rather tedious

coming with a serpentine plot.

One of the most atmospheric and genuinely frightening titles on PS2. Like all of your ares rolled in to one game

SIAVIER PlayStation 2

PlayStation 2

dare you to play it!

SILENT HILL 3

layStation 2

SILVER

PlayStation 2

SILVE

PlayStation 2

SILVE

SILENT SCOPE 2 update of this arcade sniper sim, though the formula is

looking tired now. SILPHEED: THE LOST PLANET edious top-down shooter. No-one bought a PS2 for games like this.

SIR ALEX FERGUSON'S PLAYER MANAGER 2002 dept footy management sim, but lacks the killer goal

SKY ODYSSEY
A flight sim where you don't have to shoo anything, just complete crazy missions.

BRONZE PlayStation 2

OVERALL 06



A maxed-out, splashy remake of the PSone racing classic, very much in the SSX mould.

SMASH COURT TENNIS PRO TOURNAMENT

Deep & stylish this game suffers from disproportionate leaps in difficulty that can be off-putting.

SMUGGLER'S RUN 2: HOSTILE TERRITORIES

Impressively big, fast and frantic, but not much different to its

SOCOM: US NAVY SEALS

online play, but if you haven't got broadband you won't fully appreciate it

ERONZE PlayStation 2

Soul-sucking fantasy adventure that revolves around the exploits of Raziel and his huge Reaver sword.

SPACE RACE The cartoon Kart racer in its simplest form. Lacks originality and is a

poor Mario Kart rip-off, but uses cel-shading to nice effect.

OVERALL 07 It doesn't display huge innovations over its PSone counterpart, although

it's a solid and enjoyable Spidey title either way.

erage Sea-Doo racer, with impressive water effect The racing is sluggish though

Pretend to be James Bond, Captures the

spirit of the original game and adds further niny next-gen knobs. SSX TRICKY

PlayStation 2

Inventive rainbow coloured high speed nowboard game packed with crazy

SILAVIER PlayStation 2

STAR WARS: BOUNTY HUNTER OVERALL 07 Gorgeous to look at, taking the gamer into the Star Wars universe, but is let down by repetitive gameplay.

STAR WARS: CLONE WARS

One for the Star Wars collectors, and a great battlefield in its own right Shallow but still worth investigation

STAR WARS: STARFIGHTER

Mesmerising 3D Star Wars blaster with engaging missions and film-perfect sound STAR WARS: SUPER BOMBAD RACING

SILVE OVERALL 05

Banal cartoon kart racer. The Force is weak with this one

OVERALL 06 STATE OF EMERGENCY

A shallow but worryingly enjoyable game that puts the player at the

STREET FIGHTER EX3

A decent enough 2D/3D fighting game, but is milking the series to death. There are better 2D fighters from the same company.

More about collecting fancy duds than having a decent game of basketball, which is why this hoops title misses from the line.

Won't have the wide appeal of the Drive

games due to its difficulty, but it's an ingenious concept that thrills and entertains. SUMMONER 2

ERONZE PlayStation 2

Follow-up to the RPG launch title. More action orientated than the original, but still adventure for fans of fantasy.

nammoth trucks

BRONZE PlayStation 2 OVERALL 04

Bland, arcadey racing that falls to convey the impression of racing

SUPERCAR STREET CHALLENGE OVERALL 04

A by-the-book arcade racing game round desolate cities. Nothing to recommend it.

ORD OF THE SAMURAI Sword of the Samurai is a slow, ponderous, but intelligent game that combines strategy with gore.

Based on a Disney film of the same name, this tries to be different with surfing' tree branches, but it doesn't work.

content, this platformer is a bit too bland to warrant attention.

TEKKEN TAG TOURNAMENT

Fantastically playable and graphically pectacular beat-'em-up. The tagging moves **TEKKEN 4**

BRUNZE PlayStation 2

* OVERALL 09

SILVER

PlayStation 2

ERONZE

BRONZE

PlayStation 2

SILVER

PlayStation 2

504

PlayStation 2

504

SILVER

PlayStation 2

DRAGON GAMES

1. REIGN OF FIRE

Be a man. Be a

dragon. Be very

varm either way

2. DRAKAN: THE ANCIENTS' GATES

ragons and lady

adventure action?

3. SPYRO: ENTER THE DRAGONFLY

around dragonny

4. DRAGONBALL Z: BUDOKAI

5. DRAGON'S LAIR

Cartoony '80s arcade fayre. Oh

That's hot

xcellence. The first Tekken game to include TENCHU: WRATH OF HEAVEN

SILVIER PlayStation 2 An infusion of ninia style and killer gameplay

BRONZE across nine sumptuous levels. A great return PlayStation 2 to form for a classic title.

are fairly limited.

THE GETAWAY Sony's answer to Grand Theft Auto with a decidedly darker and nastier storyline. Offers

SILVEF PlayStation 2 THE HULK

OVERALL 07 Not a smash-hit; but not damaged goods either. An enjoyable beat em'

THE MUMMY RETURNS

the more reliable Tomb Raider collection.

THE SIMPSONS: ROAD RAGE It's Crazy Taxi but with Bart and Homer behind the whee

* OVERALL 09

THE SIMS A one of a kind gaming experience that even your mum will enjoy, with extras to

your PC gaming friends jealous. THE THING Not only does it do justice to the classic

orror film, but also introduces fear and

PlayStation 2 ou'll get more enjoyment playing along with the show than you will from putting up with the viper-tongued host

Take on the role of a theme park tycoon for a day in this engaging god sim, where pleasing the crowds and getting those turnstyles a-spinnin'

THIS IS FOOTBALL 2003 but is still plays in the shadow of Pro Evolution 2 and FIFA 2003.

THUNDERHAWK: OPERATION PHOENIX A brave attempt to blend arcade and sim with choppers.

TIGER WOODS PGA TOUR 2002 OVERALL 06 ithentic golf sim, a tad undermined by a random control syste

standard for others to follow. Has a great

two-player co-op mode. Fun fast frantic and inventive first-perso shooter. Buy it for the addictive split-screen

TIMESPLITTERS 2

adds heaps of options. Major visual upgrades,

TOM CLANCY'S SPLINTER CELL Move over Snake, Sam's the new special

TONY HAWK'S PRO SKATER 3 ntastic skate sim that's perfect to play whether you've got two minutes or two

TONY HAWK'S PRO SKATER 4 In a new direction. Skate around, interact with locals, and do things at your own pace

A flight sim that appears to have been designed by folks who have never seen a plane before.

TREASURE PLANET

he same name, providing platform game

uffers from crappy Al and frame rate issues.

PlayStation 2

asts a wicked line-up of weapons and a variety of gaming styles, but

odness for younger gamers.

TWIN CALIBER One of the shoddiest shooters around. Takes an interesting twin-pistol

aming concept and ruins it with slow gameplay, chronic control issues. TWISTED METAL: BLACK

his is everything that you'd expect a risted Metal game to be on PS2 - and

PlayStation 2

UEFA CHAMPIONS LEAGUE A very run of the mill soccer title which, with its very narrow focus on a ingle tournament, has extremely limited appeal. If you have Pro

Evolution or FIFA, you don't need this.

Arguably the most realistic fighting game ever made, but extremely

epetitive. One for fighting game nuts only.

UNREAL TOURNAMENT Totally over-the-top first-person shooter. lakes for a nice alternative to Quake III, but

EICH MAI PlayStation 2 is outclassed totally by TimeSplitters 2. V8 SUPERCAR RACE DRIVER

Real damage. Real V8s. Real Aussie tracks Real fun. The best racing game seen so far

SILVER PlayStation 2

BRONZE

PlayStation 2

rack down while games such as Rocky are about

VIRTUA COP ELITE

While this may deliver perfect conversions of the two arcade classic here are far better light gun games available today, making this a bland

V-RALLY 3 Not as instantly playable as WRC II Extreme or Colin McRae Rally 3 but effort pays off

VAMPIRE NIGHT A vampire-blasting light gun extravaganza

nat looks great but has questionable replay value once the bad boys are all put to rest.

VIRTUA TENNIS 2 grace the PS2. The World Circuit mode

ERONZE provides an awesome long term challenge PlayStation 2

War of the Monsters is a big, brash game that explodes with charm and burns brightly... but not for very long.

WILD WILD RACING Off-road buggy-racing game with initially discouraging handling. Stick with it, though, and the Stunt mode can become quite addictive.

WIPFOUT FUSION

Style and substance are here in the most illy realised Wipeout yet. This future racer is

convert sceptics. Take part in the all-star purnament playing as Hendry or Doherty

PlayStation 2 WORLD DESTRUCTION LEAGUETHUNDER TANKS Arcade tank sim that's brilliant in Four-player Deathmatch mode. Lacks asting appeal in single-player mode, though

WORMS BLAST

A Tetris-like departure from the usual Worms fare, but one that lacks depth. Fans of the Worms games be aware this is more like Bust-A-WRC II EXTREME

Don't let the 'extreme' title fool you, this is pure rally realism. Not as pretty as Colin

WWE SMACKDOWN 4! 'SHUT YOUR MOUTH!

This is without a doubt the most realistic epresentation of the WWE experience on a

X-MEN 2: WOLVERINE'S REVENGE stealth with hand-to-hand combat. Only a

ew irritations deny it a higher score ZONE OF THE ENDERS tely brilliant for anime fans wh

to see high-speed mech combat.

SILVIER PlayStation 2

SILVER

BRONZE

PlayStation 2

PlayStation 2

PlayStation 2

SILVER



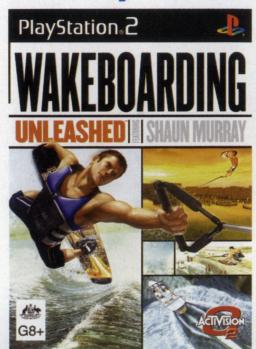
WET, WET, WET



WAKEBOARDING UNLEASHED: FEATURING

SHAUN MURRAY is another quality extreme sports titles from Activision's 02 label, famous for *Tony Hawk's Pro Skater* and *Kelly Slater Pro Surfer*. Activision has kindly handed us five copies of this top-shelf water sports title to give away to lucky readers. As an added bonus, the winners will also receive the *Brady Games Wakeboarding Unleashed* playguide book as well.

To give yourself a shot at winning a copy of Wakeboarding Unleashed, answer the following simple question: "What is the name of one of the athletes in Wakeboarding Unleashed?" Just follow the comp entry details at the bottom of the page, marking your entries "Wet, Wet, Wet".







SIGN UP FOR SOCOM

socom: US NAVY SEALs is the intense new squad-based shooter that lets you bark out real voice commands at your computer-controlled squad members. Even better, in a few months you'll be able to battle against other SOCOM players online when the PlayStation 2 Broadband Adapter is released. Sony Computer Entertainment Australia has generously given us five copies of this acclaimed war sim to give away to lucky readers. So, stop wasting time and enlist in this competition to win your copy now.

To give yourself a shot at winning a copy of SOCOM: US Navy SEALs, answer the following simple question: "What score did SOCOM receive in OPS2?" Just follow the comp entry details at the bottom of the page, marking your entries "Sign up for SOCOM".



HOW TO ENTER – Send entries to OPS2@derwenthoward.com.au with the name of the competition in the subject line or alternatively, send envelopes via snail mail to: Official PlayStation Magazine, PO Box 1037, Bondi Junction, NSW 2022. Email entrants are entitled to one email per competition only.

Entries should be clearly marked and include: The name of the comp, your name, age, phone number and address. All competitions close August 16, 2003. Note: Images of prizes as shown above may vary from the appearance of the actual prizes received due to circumstances beyond the publisher's control.









MIDNIGHT GLUB III

Finally! Here's Step One and the first coupon needed to win the Midnight Club II-styled pocket rocket.









YOU'VE WAITED AND WAITED and now the highly-coveted prize could be close! *OPS2*, Rockstar and *Auto Salon* are excited to give you the chance to win this one-of-a-kind *Midnight Club II* machine, that we've been building since March 2003! This baby is definitely one smokin' machine!

The car is a 1994 Nissan 180SX hatchback and not only looks the goods (see for yourself in the photos), but will undoubtedly blow most other cars right off the road.

We've given the car the works! It's got a plethora of new modifications including a full Japanese style 'drift' body kit (front bumper, rear bumper, side skirts, wing), 18 inch wheels and tyres, lowered suspension, a pod air filter, full Japanese exhaust system, aftermarket highflowed turbo-charger and a front mounted intercooler.

What now? All you need to do is keep the Official Midnight Club II Coupon One (below) and collect Coupon Two (you'll need both for a valid entry) in the next issue of OPS2. Send both coupons into OPS2 along with all of your contact details and then sit tight! One lucky reader will then be contacted and have the opportunity to be flown to Sydney for Auto Salon's final battle, taking with them, one key that could start the Midnight Club II car!





COMPETITION TERMS AND CONDITIONS: 1. This competition is open to Australian Residents only. 2. The decision is final and no correspondence will be entered into. 3. The prize cannot be bartered and is not redeemable for cash. 4. The collection, use and disclosure of personal information provided in connection with this offer are governed by the privacy notice. 5. Photocopies will not be accepted. 6. Full terms and conditions are available via the following: a) visit http://au.playstation.com/midnightcubcar, b) from OPS2/Derwent Howard Reception, Level 3, 75 Grafton St, Bondi Junction NSW, 2022, c) via an email request at OPS2@derwenthoward.com.au



NEXT MONTH

PLAYSTATION@2 SEPTEMBER ISSUE

IT'S HUNTING SEASON...

OPS2 WILL HAVE THE GOODS ON MANHUNT - THE TOP-SECRET NEW GAME FROM THE TEAM BEHIND GRAND THEFT AUTO VICE CITY!

NEXT MONTH IN OFFICIAL AUSTRALIAN PLAYSTATION MAGAZINE

JAK AND DAXTER 2

OPS2 GETS DOWN AND DIRTY WITH JAK AND DAXTER. EXCLUSIVE HANDS-ON DETAILS AND INTERVIEW WITH CREATOR JASON RUBIN.

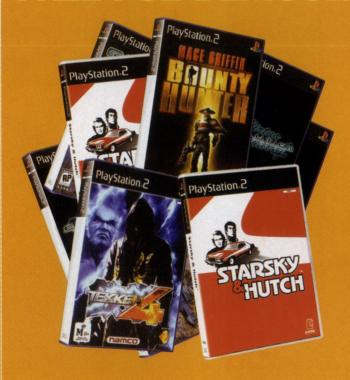
CONFLICT DESERT STORM 2

HEAD BACK TO IRAQ FOR ANOTHER DOES OF STRATEGIC WARFARF!

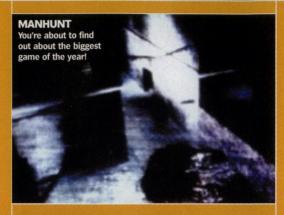
REVIEW OVERLOAD

WE REVIEW DIE HARD: VENDETTA, DEAD TO RIGHTS, INDIANA JONES, RTX RED ROCK, MUSIC 3000, DARK CHRONICLE AND LOADS MORE!

ANOTHER STACK OF FREE PS2 DEMOS...



AUSTRALIA'S ONLY PLAYABLE DEMO DVD FEATURING: MACE GRIFFIN, STARSKY & HUTCH, FUTURAMA AND LOADS MORE! NO OTHER MAGAZINE PACKS SO MUCH VALUE ONTO ONE DEMO DISC!











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"I'm partial to green, but he makes red look good."



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